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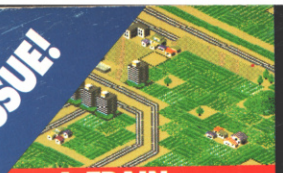
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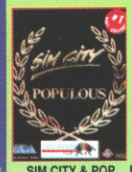

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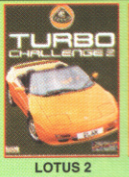

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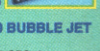

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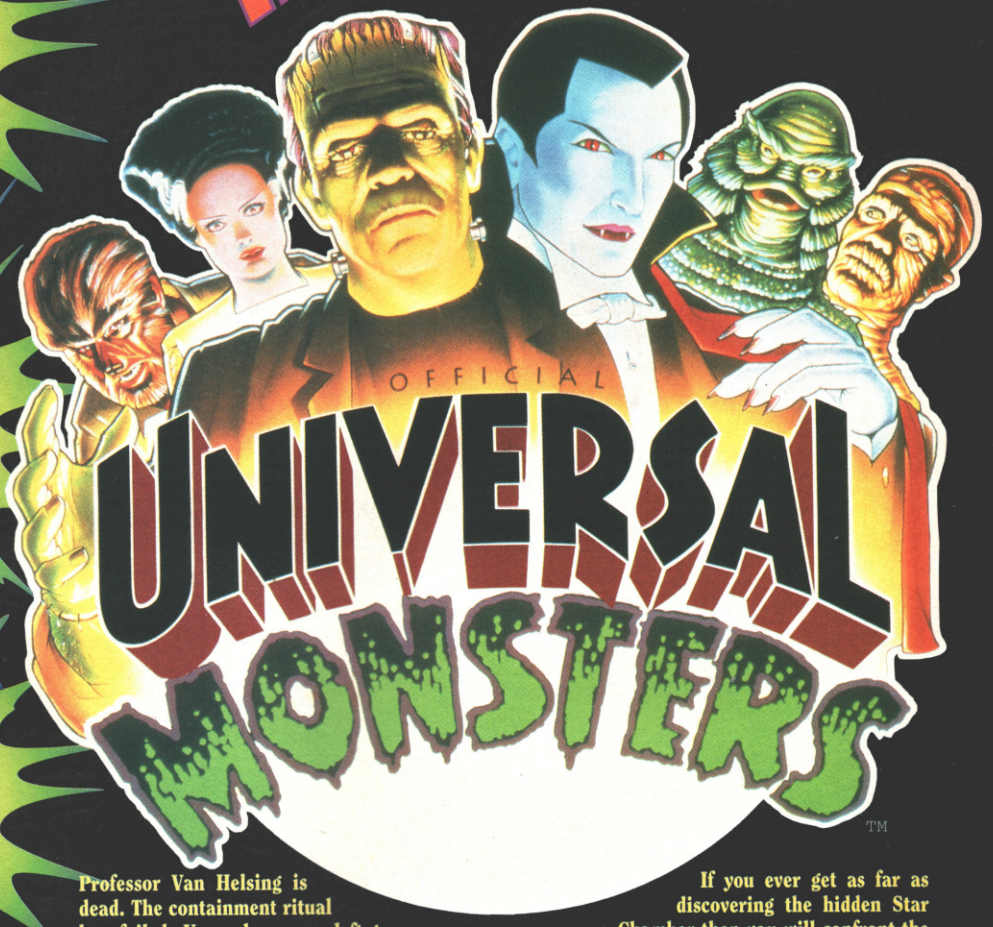

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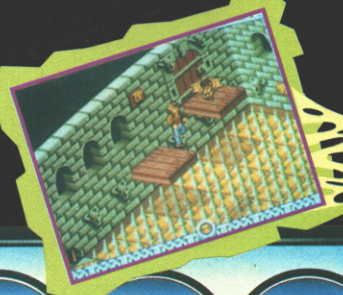

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ABSOLUTE POWER – HOW IT WORKS

Trust us, it's dead simple. With each game we've included a mini review, a star rating out of five (with red stars for the real hits), plus references for when it was originally reviewed in AMIGA POWER (if at all – *BAP* indicates *Before Amiga Power*), and an availability guide. This may be a rating from 0 to 10, or it may be some handy (or not so handy) comment about where you might be able to get hold of a copy. And, er, that's it. See, we told you it was dead simple.

EDIT AMIGA POWER FOR A DAY!

Okay, we admit it. We're not perfect, and there may be one or two games missing from this gargantuan effort. If you know of any strange, funny, obscure or just plain stupid omissions then send your own Absolute Power-style mini review(s) (complete with details on price, manufacturer, and availability) to HA! MISSED ONE, DIDN'T YOU, AMIGA POWER, 30 MONMOUTH STREET, BATH BA1 2BW. We'll pick our favourite, and if that's you then you'll get to be the Editor of AMIGA POWER for a day. We'll bring you over to our Bath offices, sit you in the Ed's chair, and let you coordinate things, before popping off for an extended lunch hour. It's a once in a lifetime offer, so get your reviews in by 30th April to stand a chance of gaining absolute power (for a day, at least).

1943
US Gold/Kixx £7.99
BAP Availability: Good.
Useless conversion of a quite good vertical blaster. Dire in every way. ★

2 HOT 2 HANDLE
Addicted To Fun £19.99
AP8 COMP Availability: 7/10.
Golden Axe, Total Recall, Super Off Road Racer, Shadow Warriors. ★

3D POOL
Mirror Image £9.99
AP1 Availability: Rare since Mirrorsoft's untimely demise.
Not bad, but since outclassed by Archer Maclean's version of the bar room favourite. ★★★

4D SPORTS BOXING
Mindscape £14.99
AP21 Availability: No problem.
Slower than you could possibly imagine, with an over-complex control system. Unusual, but not actually very playable. ★★

4D SPORTS DRIVING
Mindscape £14.99
AP21 Availability: Good.
A basic driving game with some nice features and impressive graphics. Mediocre rather than dreadful. ★★

4 WHEEL DRIVE
Gremlin £29.99
AP10 COMP Availability: 6/10.
Lotus Esprit Turbo Challenge, Toyota Celica GT Rally, Team Suzuki, Combo Racer. ★★

5TH GEAR
Prism £2.99
Availability: Very rare indeed.
View-from-above car driving game with missiles and weapons and all that stuff. 5th gear? Barely gets out of neutral. ★★

688 ATTACK SUB
Empire £29.99 (on *Combat Classics* compilation)
AP10 Availability: 6/10.
Flat unimaginative looking sub-sim which lacks atmosphere. Nice 'ping' sounds, but a bit of a let-down all round really. Also available on the *Air Land Sea* compilation. ★★

7 COLOURS
Infogrames £19.99
AP9 Availability: 5/10.
Interesting Othello-based concept, that's okay for the first few hours, but rapidly gets horribly boring. ★★

A-10 TANK KILLER
Dynamix (Sierra) £35.75
AP3 Availability: Not widely available.
Gameplay suffers due to the sluggish frame rate and lack of a real flying 'feel', making this a flawed attempt at taking the flight simulation genre a stage further. ★★★

A320 AIRBUS
Thalion £29.99
AP13 Availability: Still kicking around.
Too accurate for its own good. If you want to fly, go in a plane. ★

ABANDONED PLACES
Electronic Zoo £29.99
AP11 Availability: Low since Zoo went bust. A sequel is due from ICE.
Let down slightly by the graphics and the control system, but D&D enthusiasts will find this FRPG well groovy. ★★★

ACADEMY
CRL £19.95
BAP Availability: Try the classifieds for a swap.
A well-put-together spacey flight-sim shoot-'em-up (sequel to *Tau-Ceti*) where you design your own space ship and then fly off and shoot stuff. Well thought-of in its time. ★★★

THE ADDAMS FAMILY
Ocean £25.99
AP14 Availability: Still going strong.
Highly simplified *Mario* clone, but no less playable for all that. Huge and tough, and while it looks a bit bare in places, there's no shortage of things going on. A goody for sure. ★★★★★

ADDICTABALL
Alligata £14.95
BAP Availability: You'll be lucky.
Cor blimey, a *Breakout* clone. As with *Arkanoid* et al, it's *Breakout* with knobs on and it's as engrossing as all of them. It does the job. ★★

ADVANCED DESTROYER SIMULATOR
Action 16 £7.99
AP14 Availability: Still around. Pity.
A boat sim that never gets off the ground(?). Not worth eight quid. ★

ADVANTAGE TENNIS
Empire £29.99 (on *Sports Masters* compilation)
AP12 Availability: Very good.
We're still waiting for the definitive Amiga tennis game. This is up there, but poor controls let it down. ★★★

THE ADVENTURES OF WILLY BEAMISH
Sierra £34.99
AP12 Availability: Still loitering on some shop shelves.
Great plot with some genuinely funny touches of humour, but it's too straightforward and linear. ★★

AFRICAN RAIDERS
Tomahawk/Coktel Vision £19.99
BAP Availability: Bargain bins only.
Unexciting race game that puts you in the driving seat in the African stages of the Paris-Dakar rally. ★

AFRIKA KORPS
Impressions £29.99
AP4 Availability: Who cares?
Intelligent opponents set it apart from the standard wargame, but just because it's a wargame, it doesn't mean it has to be this primitive. ★

FOR AMIGA POWER TURN TO PAGE 32

ABSOLUTE POWER

AFTER THE WAR
Ubi Soft £25.99 (on *Magnum: The Compilation*)
AP5 Availability: 5/10.
Post-apocalyptic beat-'em-up that looks good but proves rather too simple. ★★

AGONY
Psygnosis £25.99
AP13 Availability: High.
The mellowest shoot-'em-up around, with stunning graphics, beautiful animation and relaxed, blissed-out gameplay. The six levels won't take you all that long to get through, though, so think carefully if you're after a real challenge. Also available with the *Mega Mix* compilation. ★★★

AH-37M THUNDERHAWK
Core £30.99
AP5 Availability: Still obtainable from some stores.
A brilliantly executed arcade-simulation crossover, which captures the frenetic helicopter feel quite excellently. ★★★★

AIRBALL
Prism £2.99
AP7 Availability: Very good.
Groovy re-release of a neat old *Knight Lore*-style game. A shame about the lack of bad guys though. ★★★

AIRBORNE RANGER
US Gold £29.99 (on *Super Sim Pack*)
AP7 Availability: Average.
Vaguely tolerable *Commando*-style gameplay gets drowned in a sea of set-up screens and long disk accesses. Forget it. ★★

AIR BUCKS
Impressions £29.99
AP17 Availability: Still doing the rounds.
Fighting for supremacy of the skies can be messy, especially when it's peacetime and you run a commercial airline. Engrossing sim but you need to make too many allowances for sloppy programming. ★★★

AIR LAND SEA
Electronic Arts £30.99
AP10 COMP Availability: Good.
F/A-18 Interceptor, Indianapolis 500, 688 Attack Sub. ★★★

AIR SUPPORT
Psygnosis £25.99
AP19 Availability: 7/10.
Uninspired and a chore to play, *Air Support* misses the mark as a strategy game and a 3D blaster. ★★

ALCATRAZ
Infogrames £25.99
AP13 Availability: Getting a bit scarce.
A bit of a pain in one-player mode (you play two characters simultaneously), but much more fun with a chum around, this maze shoot-'em-up is atmospheric and addictive, if not the biggest thing ever. Not bad. ★★★

ALIEN^3
Acclaim £25.99
AP22 Availability: 9/10.
Not a totally accurate representation of the third in the Alien saga, but it captures the *feel* of the films and it's a great game. A platform blast-'em-up that's not particularly original but provides loads of fun. ★★★★

ALIEN BREED SPECIAL EDITION '92
Team 17 £10.99
AP21 Availability: Still topping charts.
Great sound and graphics, hard but fun to play and packed full of atmosphere. At budget price it's a must buy. ★★★★

ALIEN LEGION
Gainstar £24.95
BAP Availability: Right up there with I Spit On Your Grave.
Horizontally-scrolling platform-cum-shoot-'em-up that's too simple to offer any real challenge. ★★

ALIEN STORM
US Gold £25.99
AP9 Availability: Not rare enough.
The elements of playability which made *Golden Axe* so great are missing from this futuristic version. Technically adept, but sorely lacking in every other respect. ★

ALPHA WAVES
Infogrames £25.99
AP2 Availability: 3/10.
Nice 3D bouncing romp. Bizarre, but endearing (in a French sort of way), it tends to feel like an executive toy, and a very expensive one at that. ★★

ALTERED BEAST
The Hit Squad £7.99
AP9 Availability: 7/10.
Mediocre beat-'em-up with some lycanthropic touches. ★★

ALTERED DESTINY
Accolade £29.99
AP7 Availability: Very scarce.
An absorbing adventure in true American style, but it sure isn't up to Lucasfilm standards. ★★★

AMBERSTAR
Thalion £20.99

Availability: 8/10.
Very deep and well-crafted RPG, though a little primitive on the presentation front. ★★★

AMAZING SPIDERMAN
Empire £24.99
BAP Availability: No chance. Probably.
Old-fashioned platform action. ★★

AMERICAN FOOTBALL COACH
Composer Software £14.95
AP14 Availability: None too good.
John Madden Football without the groovy graphics, competent programming and pretty much everything else. ★

AMERICAN TAG-TEAM WRESTLING
Zeppelin £7.99
AP23 Availability: Yes. Damn.
Crap wrestling game which suffers from the usual lack of game. ★

AMIGA ENCOUNTER
Novagen £20.42
AP2 Availability: Novagen have gone under, so it's pretty darn rare.
It's Battlezone yet again, good old-fashioned zooming 'n' blasting. ★★★

AMNIOS
Psygnosis £25.99
AP9 Availability: Okay.
Another old Williams arcade classic gets dusted down and re-interpreted (this time it's *Sinistar*). It's already been done better by the under-rated *Photon Storm*, and this one's only really good for an occasional blast. ★★★

ANARCHY
Sizzlers £7.99
AP13 Availability: Not as abundant as it deserves to be, but it's out there.
Completely excellent *Defender* game with tons of no-nonsense action. And cheap too. ★★★★★

ANCIENT BATTLES
CCS £24.95
BAP Availability: Try the classifieds in strategy mags.
Unusually colourful graphics for a wargame, reasonable game mechanics and compatibility with Rainbird's *UMS*. However, it has poor cursor control and it's not terribly state-of-the-art. ★★

ANOTHER WORLD
US Gold £25.99
AP10 Availability: Good, but wait for the sequel, Flashback.
Near perfect graphics and some truly breathtaking setpieces are flawed by some frustratingly difficult levels and overall shortness. ★★★★

ANTAGO
Art Of Dreams £19.95
BAP Availability: 3/10
Cute and charming little Othello/Checkers hybrid, but it is a bit twee, and there's not much lasting interest. Neat in two player mode. ★★

APACHE FLIGHT
Atlantis £7.99
AP14 Availability: Fine.
Budget *SWIV*-alike. Fly helicopters and shoot other helicopters. Technically competent but dull, dull, dull. ★★

APB
Tengen/Respray £7.99
BAP Availability: Okay-ish.
The arcade game was mediocre and so is this conversion. Tricky control system to start, and very easy to die, but persevere and you'll be coming back for more. For about half-an-hour, at least. ★★

APIDYA
Play Byte £25.99
AP13 Availability: Reasonable – demand your copy now!
We can't agree whether this is the best Amiga horizontally-scrolling shoot-'em-up ever or only the second-best (its rival is *R-Type 2*), but it's definitely completely excellent. ★★★★★

AQUATIC GAMES
Millennium £25.99
AP19 Availability: Fin(e).
James Pond's latest adventure sees him competing in the underwater Olympics. It's one of those joystick waggler games that gets horribly boring and repetitive very quickly. Wait for *James Pond*^{3}. ★★★

AQUAVENTURA
Psygnosis £25.99
AP16 Availability: Not seen on too many shelves these days.
Over-hyped, nice-looking but repetitive and shallow 3D shoot-'em-up. ★★

ARCADE TRIVIA QUIZ
Zeppelin £7.99
AP5 Availability: Still going strong.
Depending entirely on how many of you there are, a completely pointless or fairly entertaining triv game. ★★★

ARCHIPELAGOS
Prism £2.99
AP7 Availability: In petrol stations everywhere (and on an old AF).
Thoughtful but fast moving 3D puzzle game. Involving and charming game which well deserves its excellent reputation. ★★★★

ARCTIC FOX
Electronic Arts £24.99
BAP Availability: Try market stalls.
Very, old *Battlezone* variant. ★★★

ARKANOID – REVENGE OF DOH
The Hit Squad £7.99
BAP Availability: Try bargain bins.
Extra effects transform what would be a straight *Breakout* clone into a thoroughly compulsive classic. ★★★

ARMADA
ARC £29.95
BAP Availability:2/10
Arc's enticing 3D wargame system is interesting, and the game has an unusual subject, but the whole thing fails to generate any excitement and comes across as very superficial. ★★

ARMALYTE
Thalamus £25.99
Availability: Try mail order companies.
Enjoyable in an old-fashioned sort of way, but absurdly hard and totally eclipsed by Activision's *R-Type 2*. ★★

ARMOUR-GEDDON
Psygnosis £25.99
AP 1 Availability: 6/10.
Lots of tanks, lots of planes, lots of places to go. It's deep and wide and tall, making it a natural (but slightly flawed) successor to *Carrier Command*. ★★★★

ARNHEM
CCS £19.95
AP3 Availability: No way. No how. Nobody wants it anyway.
An 8-bit classic wargame finally brought to Amiga owners, but nobody really wanted it. ★

ARTIFICIAL DREAMS
Prism £2.99
BAP Availability: 1/10
It's artificial. It's dreamlike. It's alright for the price. ★★

THE ART OF CHESS
SPA £24.95
BAP Availability: 1/10
It's a chess game. It looks nice. It plays nicely. It's a chess game. ★★★

ARTURA
Prism £2.99
AP15 Availability: If you see it, kill it.
Appallingly slow arcade adventure. Best left to the eight bits. ★

ASHES OF EMPIRE
Mirage £34.99
AP16 Availability: 8/10
Ashes is one of those strategy games that people tend to be scared of, but it's surprisingly easy to get into and curiously addictive. Still a bit of an epic, though. ★★★★

ASSASSIN
Team 17 £25.99

AP19 Availability: Still in the charts.
Over-rated but neat. Nothing really to drag it down except perhaps a lack of originality and a tendency towards *Turrican*-style empty sprawl. ★★★★

ASTAROTH
Hewson £24.99
BAP Availability: As conspicuous as Salman Rushdie.
Jaded old game concept tarted up with graphics of a sensationalist nature. Avoid. ★★

ATF II
Digital Integration £24.99
BAP Availability: 4/10
Good old-fashioned 3D fly-and-shoot game with the added attraction of solid vector graphics, but this is no flight sim. Fun as far as it goes. ★★

ATOMIC ROBOKID
Activision £24.99
BAP Availability: As rare as a very rare thing.
Plenty of levels, plenty of action but not particularly fast (and certainly not new) Reasonable, shoot-'em-up in the 'son of *R-Type*' vein. ★★

ATOMINO
Psygnosis £25.99
AP1 Availability: Fine.
Similar to *Pipe Mania* in some ways – if you liked that, then try this one for size. ★★★

AUSTERLITZ
Mirror Image £9.99
AP9 Availability: Very, very, very hard to get hold of.
Quality wargame at a bargain price, but for connoisseurs only. ★★★

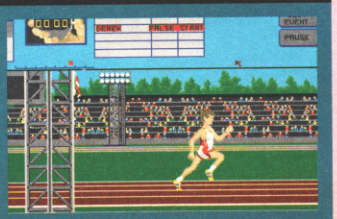
AV-8B HARRIER
Domark £39.99
AP22 Availability: No problem.
A Harrier sim that's so accurate it's a chore. For anyone without an A1200, forget it, it's too slow. Even on the A1200 it's on the dull side. Could be the most accurate *Harrier* sim available (on the A1200 that is), but not a game to get excited about. ★★ (★★★ for A1200)

AWARD WINNERS
Empire £25.99
AP14 COMP Availability: Easy.
Kick Off 2, Space Ace, Pipe Mania, Populous. ★★

AXEL'S MAGIC HAMMER
Gremlin £19.99
Availability: Rarely shows its face these days.

THE FROM SMALL ACORNS AWARD

ARENA
Psygnosis £19.99
BAP Availability: 5/10.
Really, really awful early *Track And Field* game. ★



Platform cutie very much in the *Mario*-copy mould. Never rises above average. ★★

BAAL
Psyclapse £19.95
BAP Availability: Rare, since Psygnosis abandoned mid-pricers.
Platform blast and follow up to *Menace*, this should appeal to those who enjoyed its predecessor. That should be about 12 of you. ★★

BABY JO
Loriciels £24.99

AP11 Availability: Still loitering.
Sweet *Mario*-influenced game with barrels of cuteness and lots of simple fun. It's lovable and entertaining, if technically a bit on the crap side. ★★

BACKGAMMON ROYALE
Oxford Softworks £19.99
AP12 Availability: Rather uncommon.
Too thin a game to justify this price, and no use as a learning tool thanks to the horrible, confusing instruction manual. Buy a real Backgammon set, it's better and cheaper. ★★

BACKLASH
Novagen £19.95
BAP Availability: Less common than Top Trumps.
Battlezone revisited. Fly your craft across a barren alien landscape and blast the living daylights out of those nasty aliens. Fab, but very insubstantial. ★★★

BACK TO THE FUTURE PART III
Image Works £24.99
AP1 Availability: There are still one or two copies out there.
Variety, neat animation, some decent jokes, but film licences nearly always feel too thin, and this one's no exception. Fun but slight. ★★★

BAD CAT
GO! £24.99
BAP Availability: Look, it's not available. Okay?
Cute(ish) pseudo-street-cred laden moggies tackle assault courses and chuck stuff at one another. Grim. ★

BAD COMPANY
Prism £2.99
AP7 Availability: High.
Fairly dull shoot-'em-up with a few funny touches but nothing in the way of involving gameplay. ★★

BADLANDS
Domark £19.99
AP11 Availability: Getting scarcer by the week.
A close conversion of a crap overhead-view arcade race game. So workmanlike its jeans hang over its arse. ★★

BALANCE OF POWER
Mindscape/Mirrorsoft £26.95
BAP Availability: Rare, except for an appearance on a AF coverdisk.
A classic game of international power and the struggle between the USA and USSR. Absorbing, but it's a bit dated now. ★★★

THE BALL GAME
Electronic Zoo £25.99
AP2 Availability: 3/10.
Based on the excellent Infection puzzle game, the concept is spoiled by senseless changes to the rules. Interesting, but ineptly executed. ★★

BALLISTIX
Sizzlers £7.99
AP5 Availability: Limited.
Remember Crossfire, the game where you had to knock a puck into an opponent's goal by firing lots of ball bearings at it? Well this is basically an enhanced computer version of it. ★★

BALL RAIDER
Robtek £19.95
BAP Availability: Like trying to find a needle in a haystack.
A good-looking but otherwise awful *Breakout* clone. ★

BALLYHOO
Mastertronic £9.99
BAP Availability: 7/10
Big Top fun in another well 'ard Infocom adventure. Also on Lost Treasures. ★★★

BARBARIAN
Kixx £7.99

AP4 Availability: Reasonable.
Second rate beat-'em-up with swords, but a fair amount of fun all the same, if only for the great decapitation move. ★★★

BARBARIAN
Psygnosis £19.99
BAP Availability: No chance, but you weren't bothered anyway. Were you?
Sort of a halfway house between *Brattacus* and *Shadow Of The Beast*, a flip-screen beat-'em-up with crappy control system and unsatisfying adventure elements. ★

BARBARIAN 2
Palace £19.99
BAP Availability: As prominent as Maria Whittaker is these days.
Much the same as *Barbarian* (the Kixx one), but with, funnily enough, an unsatisfying adventure element tacked on to the head-chopping action. ★★

BARBARIAN II
Psygnosis £25.99
AP9 Availability: Bizarrely good.
It looks good and there's a generous measure of senseless brutality and fantasy atmosphere. Very repetitive and very shallow in the gameplay stakes, *Shadow Of The Beast* fans will love it. ★★★

THE BARD'S TALE
Electronic Arts £24.99
BAP Availability: You'll be lucky (very lucky).
Immense RPG. The first of the series and still highly rated by adventurers. We're not sure why. ★★

THE BARD'S TALE II
Electronic Arts £24.99
BAP Availability: See The Bard's Tale.
Much the same as *The Bard's Tale*, really. Showing signs of age. ★★★

THE BARD'S TALE III
Electronic Arts £24.99
AP1 Availability: Still out there (man).
A competent and highly playable role-player, but showing even more signs of age. ★★

BARD'S TALE CONSTRUCTION KIT
Electronic Arts, £29.99
AP23 Availability: For weddings, barmitzvas, and children's parties.
Well, it's a construction kit for *The Bard's Tale*, isn't it? Does the job well, but you'd have to be a real fanatic to plough through the unforgiving interface it uses to do it. ★★★

BASKETBALL
Mindscape £24.99
BAP Availability: Hell, we didn't even know this one existed.
Everything's here but the gameplay lets it down. And that's the most important bit. ★★

BAT
Ubi Soft £29.99
BAP Availability: Check out the mail order companies.
Intergalactic intrigue in a novel comic book style, but perhaps a little too left-of-centre for some. Very different, and actually very good. ★★★

BAT II
Ubi Soft £30.99
AP19 Availability: Very good.
With so many different styles of gameplay in here it could have been a real mess but the strategy and 3D elements combine really well with the adventure and RPG to give a cracking game. An unusual hybrid that works well. Nice one. ★★★★

BATMAN THE MOVIE
The Hit Squad £7.99
AP8 Availability: 7/10.
Oft quoted as an example of a film licence that's actually any good, *BTM* is made up of a number of good quality sub-games. It's starting to look a bit dated now, but at budget price it's still worth trying. ★★★

BATTLECHESS
Electronic Arts £24.95
BAP Availability: Less available than Battlechess II.
Fine game which uses creative animations to enhance the standard game. However, give it a decent opponent and you'll soon realise its shortcomings. ★★

BATTLECHESS II – CHINESE CHESS
Electronic Arts £25.99
AP5 Availability: More available than Battlechess.
Cute graphics, and a new angle on the chess theme, but the animations soon become tiresome, and Chinese chess isn't half as interesting as the standard game anyway. ★★

BATTLE COMMAND
Ocean £24.99
BAP Availability: Low.
Loads of missions, atmospheric solid 3D graphics (ie lots of green), plus a good mix of strategy and blasting. If you've got the self-discipline to persevere past an uninspiring start, this is (like *Armour-Geddon*) a worthy follow-up to the classic *Carrier Command*. ★★★

BATTLE HAWKS
Lucasfilm/US Gold £24.99
BAP Availability: They seek it here, they seek it there...
A flight sim more suitable for beginners but still fun for experienced pilots. Easy to get into. ★★

BATTLE ISLE
Ubi Soft £29.99
AP9 Availability: Good.
Easy to get to grips with. Looks lovely, and the intro sequence is even funny. Disk access at every turn and combat which seems to be random are a pain. ★★★

BATTLE ISLE SCENARIO DISK ONE
Ubi Soft £19.99
AP18 Availability: Ditto.
Isle be back. As data disks go this one is good value for money. ★★★

BATTLEMASTER
PSS £29.99
BAP Availability: Almost extinct.
A tired fantasy/strategy plot given new lease of life by excellent graphics and oodles of playability. Arcade junkies need not apply, despite the abundance of genocidal mayhem. Try it – you may be surprised. ★★★

BATTLE MASTERS
Ubi Soft £35.99 (on *Strategy Masters* compilation)
AP23 Availability: Plentiful.
Pleasing blend of strategy and RPG, but would have been better plumping for one style or the other. ★★★

BATTLESHIPS
Prism £2.99
BAP Availability: It's out there if you really want it.
Battleships on the Amiga. Three quid might seem cheap for an Amiga game, but it's expensive for a pad of paper and a pencil, which is all you need for a game of Battleships. ★

BATTLE SQUADRON
Electronic Zoo £24.99
BAP Availability: Very rare, so grab it if you see it.
An excellent old example of a vertically scrolling shoot-'em-up, showing how it should be done for once. Little depth, but that shouldn't bother fans of the genre. ★★★

BATTLE VALLEY
Prism £2.99
BAP Availability: 7/10.
Ageing slice of gung-ho. Mmm. ★★

BEACH VOLLEY
The Hit Squad £7.99
AP5 Availability: Thankfully sightings are now infrequent.
Two-a-side volleyball that's really just a poorly disguised variation on a poor tennis game. ★

BEAST BUSTERS
Activision £25.99
AP4 Availability: Still lurking unsold on some shelves.
Graphically close-ish to the original arcade version, but it tends to slow down when there's a lot happening on screen, and it's far too easy. Doesn't really compare too well with all the other *Op Wolf* games. ★★

BETRAYAL
Rainbird £29.99
BAP Availability: Try market stalls.
Fantasy/strategy hybrid. But the game really needs several human players to make it exciting. ★★★

BETTER DEAD THAN ALIEN
Electra £19.99
BAP Availability: Hasn't been seen around for many a year.
Space Invaders clone which features 25 levels of ugly aliens that you'd be better off dead than being. Rewarding but dated wholesale slaughter. ★★

BEYOND THE ICE PALACE
Prism £2.99
AP14 Availability: Fine.
Heavily dated scrolling arcade adventure in the *Ghosts'n'Goblins* mould. A bit of fun for the price. ★★★

BEYOND ZORK
Activision £24.99
BAP Availability: Rare, except in Lost Treasures Of Infocom compilation.
A text-only RPG that's actually quite gripping, but it's hard to convince people that text-only is any fun these days. ★★★

BIG BUSINESS
Magic Bytes £25.99
AP6 Availability: Magic Bytes product is almost impossible to find.
Well-programmed and a fairly original concept. Would you believe, a 'humorous business simulation'? Unfortunately, the humour is feeble-witted stereotyping, and the business part is tedious number-crunching. ★★

BIG RUN
Storm £25.99
AP11 Availability: Cluttering up a shelf at a software emporium near you.
Dire coin-op conversion that falls short due to its extremely basic gameplay and over-familiar graphics. ★

BILL & TED'S EXCELLENT ADVENTURE
Accolade £24.99
AP3 Availability: Unfortunately not confined to San Dimas.
In our humble opinion, a most excellent subject for a licence, but that doesn't stop it being a strong contender for the 'Weakest Gameplay In The World' award. ★★

BILLIARDS II SIMULATOR
Infogrames £25.99
AP5 Availability: 5/10.
Plenty of variations, including a 'crazy pool' with an octagonal table, but neither the 2D or 3D modes allow a decent shot to be made, and the 'feel' of the sport is lost completely.

BALD CARTOON CHARACTER AWARD

BC KID
Ubi Soft, £25.99
AP19 Availability: Still clubbing around.
Supercute platform beat-'em-up, brimming with style, character and humour. Very playable and very lovable. ★★★★★

FOR AMIGA POWER TURN TO PAGE 32

Another game which crumbles in the face of its competition, this time in the form of *Jimmy White's Whirlwind Snooker*. ★★

BILL'S TOMATO GAME
Psygnosis £29.99
AP21 Availability: You'll be able to ketchup with this one anywhere.
Bill wrote it, Terry and Tracy Tomato star in it and you play it. Totally bizarre gameplay gets you to propel a tomato across the screen using fans, trampolines and jack-in-the-boxes. ★★★★

BIONIC COMMANDO
Kixx £7.99
AP4 Availability: A game barely alive. Not worth six million dollars.
The arcade original was novel and great fun. This, however, is a terminally flawed conversion. ★

BIRDS OF PREY
Electronic Arts £34.99
AP9 Availability: Good. Ish.
A wider choice of aircraft than every flight sim ever put together, let down by an excruciatingly jerky screen update and controls which are as unrealistic as ever. Virtually guaranteed to hold your attention for months, if only because it takes that long to fly it anywhere. ★★★

THE BITMAP BROTHERS VOLUME 1
Renegade £25.99
AP15 COMP Availability: As conspicuous as a Bitmap Brother.
Xenon, Cadaver, Speedball 2. ★★★

BLACK CRYPT
Electronic Arts £25.99
AP11 Availability: 6/10
On the surface quite an ordinary RPG, but it somehow manages to entertain and enthral to a large extent. ★★★★

BLACK HORNET
HI Tec £7.99
BAP Availability: So,so.
SWIV-like pretty blaster with very tedious gameplay. ★

BLACK SHADOW
CRL £19.95
BAP Availability: Watch out for Lucifer on ice skates before.
Graphically appealing vertically scrolling shoot-'em-up with a bizarre plot. Nice but dull. ★★

BLACK TIGER
US Gold £29.99 (on *CapCom Classics*)
AP8 Availability: 6/10.
Very okay arcade conversion. ★★★

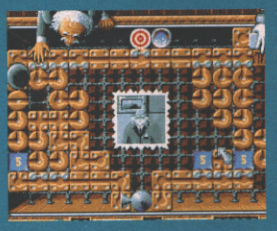
BLADE WARRIOR
GBH £7.99
AP19 Availability: Very good.
Possibly the most atmospheric game ever. Pretty breathtaking silhouetted graphics, with plenty of action and puzzling too. ★★★★

BLAZING THUNDER
Hi-Tec £6.99
AP1 Availability: 5/10.
Ikari Warriors in tanks. A really dinky budget game, and a must buy for all *Ikari* fans with autofire joysticks. ★★★★

BLINKY'S SCARY SCHOOL
Zeppelin £7.99
AP12 Availability: Spookily good.
Zeppelin's own cute and cuddly character Blinky is a ghost with big eyes. He wanders round loads of rooms with puzzles to solve, baddies to dodge and traps to avoid. Simple, harmless fun. ★★★

THE WEIRD FRENCH PUZZLER AWARD

BOSTON BOMB CLUB
Silmarils £25.99
Availability: Good, thanks to its new life on compilation.
A neat twist on the sliding block type of puzzle game, but it hasn't got the longest game life ever, and the basic concept won't exactly light everybody's fire. One of the better puzzlers we've seen lately. Pleasing, fun and very French. Also available as part of the *FantasyPak* compilation. ★★★★



BLOCK OUT
Rainbow Arts £19.99
BAP Availability: Available, schmavailable.
Initially similar to *Welltris*, but far more challenging due to the true use of 3D. If *Tetris* (and its ilk) made you scream, playing *Block Out* is not medically advisable. Compulsive. ★★★

BLOOD MONEY
Psyclapse £19.95
AP13 Availability: None too good – not for blood nor money!
Dated shoot-'em-up that looked good at the time, but it's always lacked gameplay. ★★

BLOODWYCH
Mirror Image £9.99
AP9 Availability: Poor, check out Legend (by the same author).
Similar to *Dungeon Master*, but with a two-player option, this is a great game and a real bargain for FRPG fans. ★★★★

BLUE MAX
Mindscape £34.99
AP3 Availability: We don't care, and neither should you.
Less techie than most flying thangs. Some rather spiffing sound complements the WWI feel nicely. However, the slow and sloppy main game never (ahem) really takes off. ★

THE BLUES BROTHERS
Titus £25.99
AP7 Availability: Still going strong in some computer stores.
So playable it's frightening. And it's funny too – shame that the two player mode is a wasted opportunity. One of the best character licences ever to appear on the Amiga. ★★★★★

BMX SIMULATOR
Codemasters £14.95
BAP Availability: As good as any Codies game, ie very good indeed.
It's a game which simulates a BMX and allows you to ride around on it. Very highly thought of in its day. ★★★

BOMBUZAL
Image Works £24.99 (or on issue one of AMIGA POWER)
BAP Availability: 10/10.
2D or 3D arcade puzzler. A bit smart, when all's said and done. ★★★

BONANZA BROS
US Gold £25.99
AP9 Availability: Not as common as it used to be, but still on the shelves.
An original(ish) theme complemented by a unique and interesting visual approach. What's there is a right laugh, but only for a limited 10 scenarios. ★★★

BONECRUSHER
Superior Software £14.95
BAP Availability: If you find it we'll be very surprised indeed.
Seems simple but wraps you up in a series of mind-twisting puzzles. It's all about collecting bones and making soap, but it'll turn a mild-mannered player into a manic obsessive. ★★★

BOOLY
Loriciels £19.99
AP 11 Availability: Average.
More novel than the average puzzler, and an interesting blend of logic, tactics and luck. Fascinating and moderately entertaining, but it's always going to be a minority-appeal kind of thing. ★★★

BOROBODUR
Thalamus £25.99
AP11 Availability: Pretty scarce.
Really awful platform game, tied onto reasonably neat driving section which isn't good enough to suffer the horrors before it for. ★

BOTICS
Krisalis £19.99
BAP Availability: Not buried deep enough for our liking.
Absolutely dire *Pong*-style gameplay. Get out of here! ★

BRAIN BLASTERS
Ubi Soft £25.99
AP7 Availability: Lying unsold in several shops.
Well, there's a simultaneous two-player mode, but it's only really remotely playable when played solo. A sad, simplistic puzzler. ★

BRAT
Image Works £24.99
AP1 Availability: Surprisingly hard to locate. Try getting it second hand.
Very pretty, very smooth, very challenging, and very, very irritating indeed, especially if you hate the central character. Okay if you play it with the sound off. ★★★

BRATTACUS
Psygnosis £29.99
BAP Availability: 0/10.
One of the first 16-bit games ever, and boy does it show. ★

BREACH 2
Impressions £24.99
AP 11 Availability: Quite rare.
Loved *Laser Squad*? Then you'll probably take a shine to this. Stick with it and you'll find an immensely rewarding space/strategy blast with loads of levels, although the crappy graphics and some awkward quirks will deter many. ★★★

BREACH 2 (ENHANCED)
Impressions £29.99
Availability: More abundant than the slightly creakier version.
As the original *Breach*, but a bit more together. ★★★

BRIDES OF DRACULA
Gonzo Games £25.99
AP13 Availability: Bargain bins are its favourite haunt.
Astoundingly crude technically, the execution and some elementary design flaws ruin what might have been some top *Spy Vs Spy*-esque vampire antics. ★

BRIGADE COMMANDER
Electronic Zoo £25.99
AP4 Availability: 2/10.
Friendlier than the average wargame, and more playable too, but with the usual crap graphics. Desert Storm scenarios make it look a bit out-of-date now. ★★★

BSS JANE SEYMOUR
GBH £7.99
AP16 Availability: Average, at best.
Average looking but extremely playable arcade adventure. And it's cheap. ★★★

BUBBLE BOBBLE
The Hit Squad £7.99
AP7 Availability: Good.
The first of the Bub 'n' Bob series that reached its zenith in *Rainbow Islands*. If you don't already own this, buy it now. Even better in two-player mode. Also available in the *Rainbow Collection*. ★★★★

BUCK ROGERS COUNTDOWN TO DOOMSDAY
US Gold £30.64
BAP Availability: 6/10.
SSI do science fiction. Wow. ★★

BUCK ROGERS MATRIX CUBED
US Gold £30.99
BAP Availability: 6/10.
SSI do science fiction again. ★★

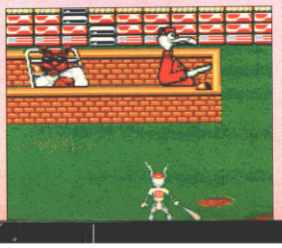
BUDOKAN
Electronic Arts £9.99
AP3 Availability: 2/10.
A neat, well presented but far too taxing and monotonous hand-to-hand, stick-to-stick martial arts thingy. ★★

BUG BOMBER
DMI £25.99
AP17 Availability: Average.
Er, well basically it's *Dynablaster* with twiddly bits. It's slightly better than *Dynablaster* as a one-player game but *DB* beats it for multi-player fun and good looks. ★★★★★

BUGGY BOY
Elite £19.99
BAP Availability: 3/10.
Old, but still fantastic 3D driving game – just like the classic coin-op. ★★★

BUILDERLAND
Loriciel £24.99
AP 11 Availability: Check out those old bargain bins.
Interesting and cute *Lemmings* derivative, but it's written in AMOS, and it shows. Good fun, but it's a shame they couldn't have hired someone to program it properly. ★★

BUNNY BRICKS
Silmarils £25.99



AP19 Availability: Who cares? Breakout meets baseball meets a bunny. Bad. ★

CABAL
The Hit Squad £7.99
AP7 Availability: Not bad at all.
Surprisingly enjoyable *Operation Wolf* variant but with kindergarten graphics and no game depth. Pretty groovy blasting for an hour or three. ★★★

CADAVER
Image Works £24.99
AP3 Availability: Lookout for the shades.
A nice blend of 3D graphics and adventuring in the style of *Knight Lore* (but it's not a classic). Also available as part of the *Bitmap Brothers Volume 1* compilation. ★★★

CADAVER – THE PAYOFF
Renegade £16.99
AP 11 Availability: Medium-rare.
A wonderful add-on for fans of the first *Cadaver*, and not a lot of use for anyone else. If you've got the original, this isn't such a bad price to pay for more of the same. ★★★

CAESAR
Impressions, £29.99
AP19 Availability: Very, very, good.
Ruddy heck! At last, a halfway-decent wargame thing! Lots of strategy, good presentation, compelling gameplay. Pretty good. Blimey. ★★★★

CALIFORNIA GAMES
US Gold £30.99 (on *Mega Sports* compilation)
AP18 Availability: Very available, dude.
Events varying from horse-jumping to surfing with varied control system makes a pretty average alternative sports game. ★★

CALIFORNIA GAMES II
Kixx £7.99
AP2 Availability: 7/10.
More of the same, really. Unexciting multi-sports action with a lot of faffing around between events. ★★

CAMPAIGN
Empire, £34.99

AP19 Availability: 9/10.
And here's another decent wargame. *Pacific Islands* meets, um, some other good war-type game. Strategy-tastic, though probably still a bit much for zapping fiends. ★★★★

CAPCOM COLLECTION
US Gold £29.99
AP8 COMP Availability: 4/10.
Strider, UN Squadron, Last Duel, Forgotten Worlds, Ghouls'N'Ghosts. ★★★

CAPTAIN BLOOD
Infogrames £24.95
BAP Availability: Cette joue n'est pas dans les magasins.
Veteran strategy adventure game with stunning graphics and addictive gameplay. ★★★

CAPTAIN DYNAMO
Code Masters £7.99
AP18 Availability: Still hasn't been

forced back into retirement.
Cute and colourful run of the mill platform game that's fun to play. Also available as part of the *Super All Stars* compilation. ★★★

CAPTIVE
Mindscape £24.99
BAP Availability: You might find it in pubs, ie behind bars.
Neat icon-control system enhances an atmospheric exploration challenge, and the game system is quite similar to *Dungeon Master*. A genuine Amiga classic from yesteryear. ★★★

CARDIAXX
Electronic Zoo £25.99
AP9 Availability: There's not much chance of stumbling upon this one.
A shoot-'em-up with the added ingredients of (a lorra, lorra) speed and a score bar right in the middle of the play area. Beyond these 'features' there's not really anything special about *Cardiaxx* at all. ★★

THE CARDINAL OF THE KREMLIN
Accolade £24.99
AP4 Availability: 6/10
Reasonably captivating and accessible strategy, but the ridiculous arcade sequence dropped slap bang in the middle of the game almost totally destroys the atmosphere. ★★

CARL LEWIS CHALLENGE
Psygnosis £25.99
AP17 Availability: Okay.
These days, sports sims of all descriptions come with a management section. This one does but it isn't really worth playing. The sports bits are presented very well but are too easy. And there's no head-to-head option in multi-player mode. Okay, but flawed. ★★

CARRIER COMMAND
Mirror Image £9.99
AP1 Availability: On numerous compilations only.
Excellent strategy wargame shoot-'em-up with elements of flight sim. Everyone should have a copy of this. ★★★★★

CARTHAGE
Psygnosis £24.99
BAP Availability: Probably only directly from Psygnosis.
Excellent graphics and some nifty arcade sequences, but underneath it's a distinctly average strategy game. Despite appearances, not one for the joystick junkies out there. ★★★

CARTOON COLLECTION
Code Masters £25.99
AP16 COMP Availability: It's everywhere!
CJ's Elephant Antics, Spike in Transylvania, Treasure Island Dizzy, Seymour Goes to Hollywood, Slightly Magic. ★★★

CAR-VUP
Core Design £24.99
BAP Availability: A bit hard to get hold of these days. Shame.
As cute a game as you are ever likely to find, and with a perfectly balanced difficulty level too. It's pretty simple – more variety between the levels would've been nice – but it's a damn fine game. ★★★★

THE CASTLE OF DOCTOR BRAIN
Sierra £34.99
AP18 Availability: Fish.
If you want to expand your kids' minds then this is no bad way to go about it. It's just a pity that it's so damned slow and difficult to control. ★★

CASTLE MASTER
The Hit Squad £7.99
AP17 Availability: Rare.
Improved 3D Freescape system, and a new medieval environment in which to solve a dazzling array of puzzles. Not the prettiest game ever, and not really that different from the rest of the Freescape series. Great if you're a fan, others will wonder what all the fuss is about. ★★

CASTLES
Interplay £29.99
AP13 Availability: Castle-tastic.
Could-have-been-fun attempt at a *Sim City*-style epic with castles (surprise!) in it, but it's all too painfully slow and it doesn't even balance the lack of speed with any depth or realism. ★★

CASTLE WARRIOR
Delphine Software £24.99
BAP Availability: 3/10.
Looks great and sounds good too, but it moves tooo slow and a general lack of content lets it down. ★★

CATCH 'EM
DMI £25.99
AP18 Availability: Okay.
If you enjoyed the totally bizarre concepts of *Lemmings* or *Goblins* (and you can ignore some really horrible graphics and colour schemes) then perhaps you could make something of *Catch 'Em* too. Try it, you might just like it. ★★★

CAVITAS
Nite Time Games £9.99
AP12 Availability: Not good.
Slick arcade adventure, done the old fashioned way. Groovy. ★★★★

CELTIC LEGENDS
Ubi Soft £30.99

AP9 Availability: Getting a bit thin on the ground.
Plenty of strategy plus plenty of action plus good presentation make for a more than passable role-playing challenge, but the ponderous computer opponent won't break any speed records. ★★★★

CENTURION
Electronic Arts £24.99
AP2 Availability: Second hand copies only, tanks!
Fairly interesting management sections with some nifty battle sequences, but two appalling arcade sections blow its chances. ★★

CHALLENGE GOLF
On-Line £24.99
AP4 Availability: Bargain bin time.
Easy to get into, and up to four players catered for. Mind-numbingly unrealistic putting sequence, and loads of unnecessary little bugs. Lack of playability makes this a seriously below-par golf sim. ★

THE CHAMP
Linel £24.95
BAP Availability: Poor.
Poor gameplay, poor animation, poor boxing game. ★★

CHAMPION DRIVER
Idea £25.99
AP9 Availability: Smashing.
An overhead racing game which knows its limitations, and works splendidly within them. Less frills than a frill-less thing, but so what? ★★★★

CHAMPION OF THE RAJ
Image Works £25.99
AP4 Availability: 0/10.
Potentially good game ruined by complete lack of playability. Arcade sequences break up the heavy-duty strategy action, and even more ridiculous disk accessing than usual in this type of thing. Crap programming generally. ★

CHAMPIONSHIP MANAGER
Domark £24.99
AP15 Availability: Still re-entering the charts every other month.
A very tedious and boring attempt at the football management genre. There's absolutely no football action, but there is a ridiculous amount of disk accessing. Don't waste your money, you'd get more satisfaction flushing it down the toilet. Try Krisalis' *Graham Taylor Management* game instead. ★

CHAMPIONS OF KRYNN
US Gold £30.64
BAP Availability: 6/10.
Formulaic RPG with nasty presentation. ★

THE CHAOS ENGINE
Renegade £25.99
AP22 Availability: Just try avoiding it.
The Bitmaps return with an absolute corker of a shoot-'em-up. A cross between *Gauntlet* and *Speedball 2*, this looks, feels and plays like a dream, with bundles of atmosphere and gorgeous graphics too. Most importantly it's great fun to play, and the two-player mode is even more brill. Unmissable. ★★★★★

CHAOS IN ANDROMEDA
On-Line £24.99
AP4 Availability: Badder than bad.
Lots of character interaction and plenty to do, spoiled by crap fight sequences and tiny graphics. Enjoyable *Ultima*-style adventure slightly spoiled by sloppy programming. ★★

CHAOS STRIKES BACK
Psygnosis £29.99
(with *Dungeon Master*)
AP 11 Availability: Good.
Complex and ingenious puzzles; very user friendly; great sound. Engrossing role-playing adventure using the *Dungeon Master* game system. ★★★★

THE CHARGE OF THE LIGHT BRIGADE
Impressions £29.99
AP5 Availability: Available in more cities than Florence. Ahem.
Visually impressive wargame, with instant appeal and plenty of user-friendly presentation. A very brave try, but it doesn't quite reach the heights to which it aspires due to some very silly rules. ★★★

CHARIOTS OF WRATH
Energize £7.99
AP12 Availability: Not a lot of 'em around, thankfully.
Loads of subgames of PD quality. There's an *Operation Wolf* clone, a *Breakout* game, an *Asteroids* clone and a couple of scrolling platform and shoot-'em-up sections. A hotch-potch of poor quality. ★★

CHART ATTACK
Gremlin £29.99
AP8 COMP Availability: As available as an incredibly available thing.
Lotus Esprit Turbo Challenge, Venus: The Flytrap, James Pond, Ghouls'n'Ghosts. ★★★★

CHASE HQ
The Hit Squad £7.99
AP9 Availability: 6/10.
Put simply, a terrible driving game, even (in fact, especially) if you liked the original coin-op. ★

CHASE HQ II
Ocean £24.99
BAP Availability:6/10.
Well, it's not as disastrous as the first conversion, but still terminally average. It drives like a brick and looks as tired as Miami Vice. ★★

CHE: GUERRILLA IN BOLIVIA
CCS £25.99
AP10 Availability: You might find one lurking in the underground.
The first Che licence we've seen in this lethally average wargame. Only absolute beginners need apply. ★★

CHESS CHAMPION 2175
Oxford Softworks £19.99
AP12 Availability: We'll have to check that one. Arf.
Millions of options, loads of difficulty settings, easy to get into, good-looking and instructive, this is almost certainly the best Amiga chess game yet. ★★★★

CHESS MASTER 2000
Electronic Arts £24.95
BAP Availability: Available knight and day.
It's a chess game. It looks nice. It sounds nice. It's a chess game. ★★★★

CHESSMASTER 2100
Mindscape £14.99
AP23 Availability: Try your local pawn shop. Ha.
Fast, no frills chess for those who just want the game and no fancy extras. ★★★★

CHESSPLAYER 2150
Ubi Soft £35.99 (on *Strategy Masters* compilation)
AP23 Availability: You'll have to rook around for this one.
Competent, but not particularly sophisticated chess game. ★★

CHICAGO '90
Prism £2.99
BAP Availability: 7/10.
Totally forgettable trash. That's all you need to know. ★

CHIP'S CHALLENGE
US Gold £24.99
BAP Availability: Almost impossible to find these days.
Lots and lots of levels and typically well thought out console-style gameplay. Good, but not the most characterful of puzzle games. ★★★

CHUCKIE EGG
Pick and Choose £19.95
BAP Availability: If you find it, send it to us!
Amiga version of an all-time classic 8-bit game which involves picking up loads of eggs while avoiding getting pecked to death by the ducklings or their mother. Impressive backdrops and addictive gameplay make this a winner. ★★★★★

CHUCK ROCK
Core Design £24.99

AP 1 Availability: Still kicking around.
A first class caveman romp, with some innovation in the gameplay for once, but it's a touch shallow and easy. ★★★★

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER 2.0
Electronic Arts £24.99
AP1 Availability: 4/10.
A veritable air force of planes to fly, with piles of options, missions and the obligatory load of external views. There's even the opportunity to fly the Space Shuttle. There's a complete lack of speed, bad disk access and naff perspective, which all put a damper on the whole affair. ★★

CIRCUS ATTRACTIONS
Golden Goblins £19.99
BAP Availability: Very unavailable indeed.
A multi-eventer set in a Big Top – trampolining, tight rope walking, juggling, knife throwing, and a trick involving three clowns and two see-saws. Forget it. ★

CISCO HEAT
Image Works £24.99
AP10 Availability: There'll be some unsold copies lying around.
A fun driving game, with hills and junctions giving it a bit of originality, but far too short to provide a decent amount of enjoyment. Nothing like the coin-op. ★★★

CIVILIZATION
MicroProse £34.99
AP16 Availability: Good.
The interface of this strategy thing is a living nightmare of hell, but inside that shoddy body there beats a heart

THE NON BIO-DEGRADABLE AWARD

CAPTAIN PLANET
Mindscape £25.99
AP 11 Availability: Not all copies have been recycled.
Um, it's ideologically sound. And the colours are nice. Terminally flawed gameplay, and seems to have been put together in a terrible hurry. No fun to play at all, and that's all that matters in the end. Forget it. ★

FOR AMIGA POWER TURN TO PAGE 32

ABSOLUTE POWER

of gold. It's dull and flat to look at but in the end it's such a good idea. Okay if you're patient, but why should you have to be? ★★★

CJ IN THE USA
Code Masters £7.99
AP18 Availability: Too available.
Cute elephant called CJ in a platform game. Dull, badly designed rubbish. Also available with the *Super All Stars* compilation, if you really do insist on playing it. ★

CJ'S ELEPHANT ANTICS
Code Masters £6.99
AP1 Availability: 6/10
Maze-cum-platform action starring CJ the baby elephant. Nothing special but a long way short of being totally crap too. Also available with the *Cartoon Collection* compilation. ★★

CLASSIC INVADERS
Supernova Software £14.95
BAP Availability: You're unlikely to ever come across it. Phew.
Shamefully crap version of the arcade game that started it all (*Space Invaders*, if you didn't know). There's better on PD than this. ★

CODENAME: ICEMAN
Sierra £34.99
BAP Availability: Not hot (ha).
Good if you've always fancied a submarine simulator bolted onto Sierra's usual graphic adventure engine. Shame about the five disks of slow-motion action though. ★★

COHORT
Impressions £29.99
AP4 Availability: Averagely average.
(Relatively) excellent graphics and helpful user-interface make things accessible, but the control system isn't as good as it should be. A fine off-beat wargame. ★★

THE COLONEL'S BEQUEST
Sierra £34.99
BAP Availability: 5/10.
Mildly intriguing whodunnit, with that ever so familiar Sierra style of presentation. Hours of tedium – overpriced and over here. ★★

COLORADO
Silmarils £19.99 (on *Fantasypak* compilation)
AP15 Availability: 5/10.
Arcade adventure with a beat-'em-up bent. Slow-paced, vacuous and boring. ★

COMBAT CLASSICS
Empire £29.99
AP19 COMP Availability: 5/10.
686 Attack Sub, F-15 Strike Eagle II, Team Yankee. ★★★

COMBAT AIR PATROL
Psygnosis £29.99

AP23 Availability: 5/10.
Spiffing flight sim with the emphasis heavily on the all-action shooting aspect. Really good fun – the most enjoyable flight sim since *Knights Of The Sky*. ★★★★★

COMBO RACER
GBH £7.99
AP12 Availability: 5/10.
Ultra-fast 3D and a track designer up the longevity of the game but the naff sound and totally ridiculous two-player option spoil it. Available as part of the *4 Wheel Drive* compilation. ★★

COMMANDO
Elite £19.99
BAP Availability: 5/10.
Lovingly recreated coin-op blast-'em scroller that's about as fashionable as an anorak. Classic stuff. ★★★

CONFLICT EUROPE
PSS £24.99
BAP Availability: 5/10.
Experience the irresistible charms of letting off an atomic barrage in this average wargame. Won't keep you hooked for very long though. ★★

CONFLICT MIDDLE EAST
SSI/US Gold £30.99
AP5 Availability: 5/10
A wargame in the traditional sense, but executed very well indeed. ★★★

CONQUEROR
Rainbow Arts £24.99
BAP Availability: 5/10.
Brilliantly-designed, with the same gorgeous display system as *Virus*. Maybe a little too tactical, but highly under-rated nonetheless. ★★★

CONTINENTAL CIRCUS
Mastertronic £7.99
AP6 Availability: 5/10.
Fast and slick race game with a couple of novel features. Well worth a play or three. Available as part of the *Grandstand Collection*. ★★★

THE COOL CROC TWINS
Empire £25.99
AP16 Availability: 5/10.
A mad and bizarre headbanging extravaganza of platforming crocodile antics. It's bright, colourful and arcadey, but there are too many levels and not enough gameplay variety to keep you entertained for very long. ★★★

COOL WORLD
Ocean £25.99
AP 21 Availability: 5/10.
Dull platform game with lots of flaws, clumsy character control being the main one. There's nothing special or original here, and the connection to the film is damn tenuous. ★★

CORRUPTION
Magnetic Scrolls/Rainbird £24.95
BAP Availability: 5/10.
Contemporary crime thriller adventure that should keep you puzzled for months. ★★★

COSMIC PIRATE
Palace £19.95
BAP Availability: 5/10.
Whisk around hyperspace and shoot aliens to build up bonus points and money. A bit like *Dungeon Master* with action, only not quite as good as that sounds. ★★

COUGAR FORCE
Tomahawk £19.99
AP3 Availability: 3/10.
The sound, the graphics, the gameplay are all dire in the extreme. Overall, a perfect present for pyromaniacs. ★

COVER GIRL POKER
Emotional Pictures/Storm £25.99
AP13 Availability: 6/10.
A completely amazing game. You'll be gobsmacked at the poor-quality pictures, astounded by the tacky dialogue, and utterly staggered at how unbelievably bad it is at poker. ★

COVERT ACTION
MicroProse £34.99
AP 11 Availability: 7/10.
Lots of atmosphere and some excellent sub-games, but could have been better programmed and could have had much better controls. ★★★

CRACK
Linel £19.95
BAP Availability: 1/10.
A *Breakout* clone with a built-in construction set. It's too easy and the world and his dog had already done a lot better. ★

THE SOFTWARE CRIME AWARD

CRIME WAVE
US Gold £24.95
AP 11 Availability: Low.
Gore galore; the numerous video interludes spice it up a bit, although the actual game is dull in the extreme, and the waiting between levels is monstrous. ★

CRACKDOWN
US Gold £24.99
BAP Availability: 4/10.
Superlative conversion of the arcade original but a bit limited in one-player mode. Offers nothing new. ★★

CRAZY CARS
Fox Hits £7.99
BAP Availability: 7/10.
Out Run meets *Buggy Boy* in the first of Titus' *Crazys*. In its time it was regarded as an addictive little racer, but it's an appalling pile of cack by today's standards. ★

CRAZY CARS II
Fox Hits £9.99
AP21 Availability: 5/10.
An inept driving game that's been completely eclipsed by its follow-up (see below). Also available with the *Super Sim Pack*. ★

CRAZY CARS 3
Titus £25.99
AP16 Availability: 5/10.
Probably the best racing game yet – pure arcade fun. It succeeds. A great difficulty curve, excellent power-ups, wonderfully evocative graphics (Boston really looks like Boston) and great sounds. ★★★★★

CRAZY SEASONS
Idea £25.99
AP17 Availability: 5/10.
Cutesy, platform puzzler featuring a pot-bellied penguin trying to save the universe. Not exceptionally original but very playable. ★★★

CRIME CITY
IF... £25.99
AP11 Availability: 6/10.
Crime adventure game which suffers from a poor storyline and weak game interface. Not worth a look. ★

CRIME DOES NOT PAY
Titus £25.95
AP6 Availability: 6/10.
Terrible gameplay, pathetic humour, atrocious design, useless plot... shall we go on? I think not. Crime doesn't pay. This game is a software crime, so work it out for yourself. ★

CRIME TIME
Starbyte £25.99
AP9 Availability: 5/10.
A German adventure with the added bonus of... graphics, but not very good ones, and the rest of the game is a little on the trashy side. ★

CRUISE FOR A CORPSE
Delphine/US Gold £27.99
AP6 Availability: 7/10.
Superbly-designed plot, lovely graphics, and the usual compulsive quality you expect from Delphine. Predictably, there's loads (and loads) of disk-accessing, and even when you've got the solution it seemingly takes eight hours to play it through to the end. ★★★★

CRYSTAL KINGDOM DIZZY
Code Masters £19.99
AP23 Availability: 6/10.
Issue 23 was a bit of a nightmare for over-priced software, and this was possibly the worst offender of all. Even the Dizzy fans in the office (well, Stuart) thought this was the worst-designed and most annoying to play Dizzy game to date. ★

CRYSTALS OF ARBOREA
Silmarils £24.99
AP1 Availability: 6/10.
Strategy role playing adventure, aimed at the die-hard *Lords Of Midnight* fan. Some nice graphics but ultimately dull and pointless. Also available as part of the *Fantasypak* and *Magic World* compilations. ★★

CURSE OF ENCHANTIA
Core Design £34.99
AP19 Availability: 5/10.
A game that could well out-monkey *Monkey Island*. Almost. ★★★★

CURSE OF THE AZURE BONDS
US Gold £30.64
BAP Availability: 6/10.
More formulaic RPGing in that zany SSI style. ★★

CUSTODIAN
Hewson £19.95
BAP Availability: 2/10.
Extensive weaponry, a credit system and great graphics are what make this good. Well, relatively. ★★

CYBERBALL
Respray £7.99
BAP Availability: 8/10
An excellent conversion of an utterly bizarre coin-op but not a lot of long-term interest. Novel, but boring. ★★

CYBERBLAST
Innerprise Software Inc £25.99
AP17 Availability: So-so.
Uninspired *Gauntlet* clone. Scrolly, mazey, shooty thing that plays well but isn't overly interesting. ★★★

CYBERCON III
US Gold £24.99
AP 1 Availability: 4/10.
Brilliant sense of 'being there'. It's not all that accessible to your average game player but well worth the effort of getting into. ★★★★

CYBERNOID
Hewson £19.95
BAP Availability: Try a wanted ad.
Brilliant flip-screen shoot-'em-up with some really fab weapons, converted from a superb 8-bit blaster. ★★★★

CYBERNOID II
Hewson £19.95
BAP Availability: 3/10.
Nice shoot-'em-up with a good lot of weapons at your disposal, but not as nice as the original. ★★★

THE CYCLES
Accolade £24.99
BAP Availability: 4/10.
There's 15 international race tracks to go round, though the computer racers are so easy to beat that you'll end up just trying to beat yourself. ★★

CYTRON
Psygnosis £29.99
AP 21 Availability: 9/10.
Paradroid 90 done again, only not as well. A robot slides uncontrollably about a maze splitting up into two little robots occasionally. Lots of other options liven things up, but only for a few minutes. ★★

DALEK ATTACK
Admiral Software £16.99
AP22 Availability: 8/10.
Platform game with very little of the feel of Doctor Who. The graphics are very average, the scrolling is just plain awful in parts and the gameplay is unexciting. ★★

DALEY THOMPSON'S OLYMPIC CHALLENGE
The Hit Squad £7.99
AP1 Availability: 5/10.
Old fashioned joystick-waggling gameplay. Even the great man's face on the box won't help it sell. ★★

DAMOCLES
Novagen £24.99
BAP Availability: 3/10.
The exploration and puzzle solving concept has already been used extensively in *Mercenary* et al, and this is basically *Mercenary* with filled-in graphics – Paul Woakes fans will play it for months. ★★★

DAN DARE III
Virgin £19.99
BAP Availability: 4/10.
Nice loading sequence but unfortunately the whole thing goes downhill from there. Great on 8-bit, but Amiga owners should buy reprints of the comic instead. ★★

DARK CASTLE
Mirrorsoft £24.99
BAP Availability: 0/10.
An utterly unoriginal platformy arcade adventure with dodgy graphics and precious little gameplay. You can't buy it any more, but even if you could you shouldn't. ★

DARK FUSION
Prism £2.99
BAP Availability: 6/10.
Another semi-famous blast from the past. Not very good, though. ★★

DARKMAN
Ocean £25.99

AP6 Availability: It's out there.
The driving section is imaginative and fun, and everything else is hackneyed, licence-by-numbers rubbish. Not quite as bad as *Total Recall* and *Nightbreed*, but not very much better either. The worst film game for quite some time. ★★

DARK QUEEN OF KRYNN
SSI £32.99
AP19 Availability: 6/10.
Yet another Krynn game, just the same as every other Krynn game you've ever seen. The graphics are a bit better than usual, though. ★★

DARKSEED
Cyberdreams £34.95

AP 22 Availability: 10/10.
Giger-inspired graphic adventure that oozes class and sophistication and creates a world all its own. A truly original game with masses of atmosphere and sick and slick action. Not for the faint of stomach. ★★★★★

DARKSIDE
Incentive £24.95
BAP Availability: 5/10.
Driller follow-up which suffers from the usual boring blocky look of Freescape games, but has more to offer than *Driller* in its challenging strategy elements. ★★★

DAS BOOT
Mindscape £14.99
AP21 Availability: 6/10.
The most accessible sub sim to date but that still doesn't make it particularly accessible. ★★

DEADLINE
Infocom/Mastertronic £9.99
AP7 Availability: 8/10.
Written in 1982 by one of Infocom's first generation adventure game designers, Marc Blank, *Deadline* still stands up as one of the best text adventures ever written. Also in the Lost Treasures Of Infocom pack. ★★★★

DEEP SPACE
Psygnosis £25.99
BAP Availability: Zero.
Ambitious, but rather flat, slow and dated 3D sci fi game. ★

DEATH BRINGER
Empire £25.99
AP9 Availability: Average.
Stunning parallax scrolling, plenty of tongue-in-cheek action and a wonderfully camp hero with shallow hack'n'slash gameplay and dodgy collision dètection. ★★★

DEATH KNIGHTS OF KRYNN
SSI/US Gold £25.99
AP7 Availability: 5/10.
A great improvement on the previous 'Krynn' role-players, but compared to the mighty *Eye Of The Beholder* et al, this is very average indeed. ★★★

DEATH TRAP
Anco £24.99
BAP Availability: 3/10.
Unusual mix of horizontally-scrolling arcade adventure and magic, but naff scrolling and poor sound mar the atmosphere. ★★

DEFENDER II
ARC £24.99
BAP Availability: 6/10.
Defender, *Defender II* and *Stargate* all in one package. Only purists will appreciate the archaic graphics, one or two essential features are omitted, and the *Defender II* game is duff. Bummer. Still some *Defender* fun to be had though. ★★★

DEFENDER OF THE CROWN
Cinemaware/Mirrorsoft £29.95
BAP Availability: 3/10.
Graphical adventure that looks fantastic but lacks gameplay. Battling for Mediaeval Britain is involved and packed with atmosphere. ★★

DEFENDERS OF THE EARTH
Hi-Tec £6.99
BAP Availability: 3/10.
Vapid and trashy with suitably crude and tacky graphics – just like the TV show in fact. ★

DEFLEKTOR
Prism £2.99
AP14 Availability: 7/10.
Guide a continuous laser beam from the starting point to the finishing point of each screen by reflection and refraction using strategically placed rotatable mirrors. Better than it sounds, and fun. ★★★

DELIVERANCE
21st Century Entertainment £25.99
AP14 Availability: 5/10.
Cruder, more colourful version of *Gods*, without the depth but with a bit more zing to it. ★★★

DEMOLITION
Prism £2.99
AP14 Availability: 7/10.
Poor *Breakout* clone. Boring game play and all the screens are the same. Not even worth three pee. ★

DEMONIAK
Palace Software £29.99
AP1 Availability: 3/10.
Interesting attempt to reinvent the text adventure which goes some way towards succeeding. ★★

DEMON'S TOMB
Melbourne House £19.99
BAP Availability: 1/10.
Novel adventure where you start out playing a prof, and then play his son when the old guy croaks. No sound, and optional graphics, but neat. ★★★

DENARIS
Rainbow Arts £7.99
AP12 Availability: Very, very low.
Good *R-Type* clone at a nice price. Not as groundbreaking as *R-Type* but a genuinely fun alien-slaughtering experience nonetheless. ★★★★

DEUTEROS
Activision £25.99
AP3 Availability: 4/10.
An incredibly huge and absorbing game, with challenges that seem perfectly paced to be in tune with the developing game-skills of the average player. Visually it can be a bit of a yawn, but don't be fooled by the strategy exterior. ★★★★

DINO WARS
Magic Bytes £25.99
AP6 Availability: Extinct.
A novel chess variant, including a great 'two players at once' option where you don't have to wait for the other player to move. The central beat-'em-up section is a bit crap, though. ★★

DISC
Action 16
AP14 Availability: 7/10.
Appallingly-designed gameplay with very little actual action. A crappy *Discs Of Tron* rip-off without most of the original's good features. ★

DISCOVERY
Micro Illusions £25.99
AP4 Availability: 5/10.
For a game which relies heavily on speech synthesis, the speech quality is terrible. Tricky to play and educationally dubious, this so called educational game is a bit of a flop to say the least. ★★

DISCOVERY – IN THE STEPS OF COLUMBUS
Impressions £29.99
AP15 Availability: 6/10.
Ships, history, and the anniversary of Columbus' 'discovery' of America. It's a pretty strange subject for a game, but then the American people have become a very strange sort of race. 'Celebrate Columbus' anniversary on the Amiga'. Quite. ★★★★

DISTANT ARMIES
Exocet £24.99
BAP Availability: 3/10.
Ten different variations of chess, all in one package. Nice graphics, tons of background information, but definitely for chess-heads only. The ideal present for the cerebral Amiga owner. ★★★

DIZZY PRINCE OF THE YOLKFOLK
Code Masters £7.99
AP19 Availability: 7/10.
Dizzy's most excellent adventure yet - a 'must buy' for any Dizzyheads out there. ★★★★

DOGS OF WAR
Prism £2.99

THE REALLY NICE PRICE POINT AWARD

D/GENERATION
Mindscape £19.95
AP16 Availability: 5/10.
You wouldn't have thought you'd get much of a game out of being a dispatch rider in a genetic engineering lab, but Mindscape have managed it, and for only £19.95. It has elegant and perfectly balanced gameplay with just the right amount of puzzle-solving, shooting stuff, and leaping around. Original and lovely. ★★★★★

AP15 Availability: 5/10.
Ikari Warriors-type shoot-'em-up of fairly poor quality. Don't bother. ★★

DOJO DAN
Europress Software £25.99

AP16 Availability: 5/10.
A better than mediocre platform-romp-cum-beat-'em-up thang with some shoot-'em-up shenanigans thrown in for good measure. It can be frustrating to play at times but it can be moderately entertaining too. It's no classic but it has its moments and is quite pretty to look at. ★★★

DOMINATOR
System 3 £19.95
BAP Availability: 2/10.
Horizontally-scrolling shoot-'em-up with no redeeming features except it looks alright. Ish. ★

DOODLEBUG
Core Design £25.99
AP19 Availability: In good supply.
Yet again the consoles are shown how cute platform games should be done. The controls are well thought out and even the pencil power-ups work really well. While it doesn't quite match up to *Zool* or the *Addams Family* it gives them a run for their money. ★★★★

DOUBLE DRAGON
Ocean £19.99 (as part of the *Ninja Collection* compilation)
AP13 Availability: 8/10.
Shoddy beat-'em-up which is too easy to make it any fun. ★

DOUBLE DRAGON II
Virgin £19.99
BAP Availability: 3/10.
A vast improvement on the first version, but too easy to give you any lasting enjoyment. ★★

DOUBLE DRAGON III
Storm £25.99
AP9 Availability: Medium.
A very bad example of a very tired genre. The beat-'em-up done just how it shouldn't be. ★

DRAGON BREED
Activision £24.99
BAP Availability: Rare – a shame.
A decent, if rough-looking arcade conversion with a niftily animated main dragon sprite. ★★★★

DRAGON FIGHTER
Idea £25.99
AP9 Availability: 6/10.
An unusual mixture of scrolling shoot-'em-up and strategy-ish bits, although the strategy bits just get in the way, and the arcade bit hasn't been done justice. Slick, but insubstantial. ★★

DRAGONFLIGHT
Thalion £34.99
BAP Availability: 6/10.
Elegantly designed, perfectly executed fantasy RPG. Over-priced, unspectacular, but (let's be fair) still reasonable fun. ★★★

DRAGON FORCE
Interstel £29.99
BAP Availability: We ain't seen it around lately.
Nice strategy combat sim, not unlike *Laser Squad*. Seriously average graphics and a limited number of missions, it tries hard to reach the dizzy heights of the *Squad* (and just falls short). ★★★

DRAGON NINJA
Ocean £19.99 (as part of the *Ninja Collection* compilation)
AP13 Availability: 7/10.
Beat-'em-up with serviceable graphics but mundane gameplay and awful control. ★★

DRAGON'S BREATH
Daze Marketing £25.99 (on *Magic Worlds* compilation)
AP19 Availability: 7/10.
Complicated and slow-moving fantasy strategy game in which you breed dragons. Attractive graphics and formidable spell system, but ultimately uninspiring. ★★

DRAGON'S LAIR
Entertainment International £44.95
BAP Availability: 4/10.
Fantastic graphics, undoubtedly, but there just isn't a game in there. A waste of a lot of money. ★

DRAGON'S LAIR II
Readysoft £44.95
AP 11 Availability: 6/10.
Really incredibly gorgeous cartoon graphics with minimal player interaction. ★

DRAGON'S LAIR III: THE CURSE OF MORDREAD
Ready Soft £34.99
AP22 Availability: 5/10.
The third instalment in the *Dragon's Lair* series has the usual mix of wonderful animation and design with doses of cartoon humour, but sadly no gameplay worth mentioning. ★

DRAGONS OF FLAME
SSI (US Gold) £24.99
BAP Availability: 6/10.
Almost instant playability – not something you'd expect from a role playing game – and consequently a bit simplistic for real *Dungeons & Dragons* fans. An excellent introduction to the new bread of fantasy RPGs. ★★★

DRAGON SPIRIT
Respray £7.99
BAP Availability: 6/10.
Another vertically scrolling shoot-'em-up (there were so many around at the time) with an original scenario and a few extra frills, but the usual lack of thrills and excitement. ★★

DRAKKHEN
Infogrames £29.99
BAP Availability: Very poor.
Average RPG. Look to *Legends of Valour* instead (surprise). ★★

DREADNOUGHTS
Turcan Research Systems £34.95
AP14 Availability: 5/10.
A naval strategy wargame that Jonathan Davies likes? Nurse! ★★★★

THE DREAM TEAM
Ocean £24.99
AP21 COMP Availability: 8/10.
The Simpsons, Terminator 2, WWF Wrestlemania. ★★

DREAM ZONE
Gainstar £24.95

FOR AMIGA POWER TURN TO PAGE 32

ABSOLUTE POWER

BAP Availability: 1/10.
Not a bad adventure game with some good graphics and even a tune, but the character interaction can be limiting. ★★

DRILLER
Incentive £22.95
BAP Availability: 5/10.
Eight-bit conversion which involves planting oil rigs on various plains of the Mitral moon. Unfortunately, the addictive qualities of the game have been lost somewhere in the conversion, and far more could have been done with it. ★★★

DRIVIN' FORCE
Digital Magic £24.95
BAP Availability: 3/10.
Powerdrift-style gameplay, ie bloody fast graphics but naff vehicle control gives no impression of driving whatsoever. ★★

DR PLUMMET'S HOUSE OF FLUX
Digital Magic £24.95
BAP Availability: 2/10.
Not as fun as it sounds, it's actually a bizarre *Thrust* variant. ★★

DUNE
Virgin £30.99

AP15 Availability: 7/10
A highly polished adventure game which is more of a strategy game-cum-animated-book. ★★★★

DUNGEON MASTER/CHAOS STRIKES BACK
Psygnosis £25.99
AP 21 Availability: Very good.
Standard RPG stuff packaged in a thoroughly playable and atmospheric package of two games. *Dungeon Master* is the old one, *Chaos Strikes Back* the newie, and you'll either love them or hate them both depending on your views on RPGs. ★★★

DUNGEONS, AMETHYSTS, ALCHEMISTS AND EVERYTHIN'
Atlantis £7.99
AP7 Availability: 5/10.
Billed as a humorous adventure, but it's really nothing of the sort. Appalling in just about every way. ★

DYLAN DOG
Simulmondo £25.99
AP16 Availability: 5/10.
There are loads of extras (graphics and sound) but there isn't really much of a game for them to be attached to. Weird, boring and expensive. ★

DYNAMITE DUX
Activision £24.99
BAP Availability: 3/10.
Bold cartoon graphics, but a lack of any challenge results in tedium. Aimed at less experienced gamesters. ★★

DYNASTY WARS
US Gold £19.99
BAP Availability: 3/10.
A beat-'em-up with horses and distinctly Japanese graphics, but it's a pity about the sound and ultra-limited gameplay. A road of clap. ★

DYTER 07
Reline £19.99
BAP Availability: 4/10.
An instantly playable blast from the past in the guise of a *Choplifter* clone which is as predictable as the front page of The Sun. Sorry, wrong decade. ★★

EAGLE'S NEST
Pandora £19.95
BAP Availability: 5/10.
A playable *Gauntlet* clone. What else do you need to know? ★★

ECO PHANTOMS
Electronic Zoo £24.99
AP3 Availability: 2/10.
Atmospheric alien-style graphics and complex, multi-faceted gameplay give it a totally original feel, but ultimately it lacks excitement. ★★

EDD THE DUCK
Zeppelin £7.99
AP12 Availability: 5/10.
Rainbow Islands-inspired gameplay ensures some level of interest but the whole thing just doesn't inspire, and the difficulty is placed too high for a young audience. ★★

ELF
Ocean £25.39
AP5 Availability: 5/10.
An nice arcade adventure romp, with enough interesting little extras to make it fresh. Not a world beater. ★★★

ELIMINATOR
Hewson £19.99
BAP Availability: 2/10.
A tortuous drive through fast scrolling assault courses of colour and carnage for auto-addicts with turbos charging on adrenalin. ★★★

ELVIRA – THE ARCADE GAME
Flair £25.99
AP10 Availability: 6/10.
A highly polished *Gods*-ish arcade adventure that's a real joy to play, even if there's no innovation or gameplay surprise here. ★★★

ELVIRA – MISTRESS OF THE DARK
Accolade £24.99
BAP Availability: 4/10.
The graphics really draw the player in, so it's a pity that the game itself is nigh on impossible – and it takes five disks! Falls apart due to gratuitous disk swapping and infuriating gameplay. ★

ELVIRA II: THE JAWS OF CEREBUS
Accolade £34.99
AP13 Availability: 7/10.
Dull and unexciting (surely the very last thing a game about the larger-than-life Elvira should be) million-disk adventure, and shockingly priced. ★

EMLYN HUGHES' ARCADE QUIZ
Audiogenic £24.99
BAP Availability: 2/10.
Just like a pub quiz machine... but with Emlyn Hughes in it (and no real cash prizes). Oh dear. ★

EMLYN HUGHES' INTERNATIONAL SOCCER
Touchdown £9.99
AP17 Availability: 6/10.
For football on a budget this is certainly one to consider. You could do a lot worse, anyway. ★★

E-MOTION
US Gold £19.99
BAP Availability: 7/10 (on AF disk).
Weird graphics and mindboggling gameplay set *E-Motion* apart from just about any other game (although it is a little bit *Asteroids*-y). *E-Motion* offers many joyous hours of swearing and frustration. Available on an Amiga Format coverdisk. ★★★★★

THE EMPIRE STRIKES BACK
Vektor Grafix/Domark £19.95
BAP Availability: 3/10.
Four levels of wire frame frolics, a better conversion than *Star Wars* and more fun to play on your Amiga.★★★

ENCHANTER
Infocom/Virgin £9.99
AP2 Availability: 7/10.
Wot, no graphics? Text only adventure from the Infocom glory days re-released on budget. Now available on *Lost Treasures* compilation. ★★★★

ENGLAND CHAMPIONSHIP SPECIAL
Grandslam £19.99 (on Grandslam Collection)
BAP Availability: 7/10.
Remember *Italy '90*? This is worse. ★

EPIC
Ocean £30.99
AP15 Availability: 6/10.
Put that wallet away. The only thing that's epic about this one is is how long we had to wait for it. ★

ERIK
Atlantis £7.99
AP17 Availability: 8/10.
Wonderful little platform creation, that's just ripe for the picking. ★★★★

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS
Re-Spray £7.99
AP10 Availability: 7/10.
A very simple little shoot-'em-up coin-op conversion. Loads of fun. ★★★★

ESPAÑA GAMES '92
Ocean £29.99
AP17 Availability: 6/10.
Huge variety of events but getting to them is a real chore. And they don't look too hot when you manage it. Not really worth the bother. ★

ESPIONAGE
Grandslam £19.99 (on Grandslam Collection)
BAP Availability: 7/10.
Terrible boardgame thing. ★

ESWAT
US Gold £24.99
BAP Availability: 7/10.
Moderately okay arcade game, but this is an awful conversion of it. ★

EUROPEAN CHAMPIONSHIP
Elite £25.99
AP16 Availability: Good.
Having secured the rights to name the game after a famous tournament, you'd have thought Elite would have tried to simulate it. It doesn't look as if they did. Quite fun in a shallow arcadey sort of way but let down by poor graphics and slow play. ★★★

EUROPEAN CHAMPIONS
Idea £25.99
AP17 Availability: Low, thank heaven.
A football game. Our lowest ever mark (4 percent). Nuff said? ★

EUROPEAN FOOTBALL CHAMP
Domark £24.99
AP15 Availability: 6/10.
A bog standard footy game. There was little chance of recreating the fancy graphics of the coin-op, so instead Domark have concentrated on keeping what gameplay there is up to scratch. A nice try, but it won't win the cup. ★★★

EUROPEAN SUPERLEAGUE
CDS £24.99
AP3 Availability: Lower than a limbo.
A surprisingly involving footy strategy thing in the *Football Manager* vein. A dated idea – it sounds tedious but it's actually executed commendably. ★★

EURO SOCCER
Flair Software £25.99
AP22 Availability: 7/10.
Yet another game which fails to challenge you-know-what as the greatest football game of all time. The goalkeepers are hopeless, the control system is seriously lacking, the scrolling's too slow... if you want to play computer football, look under S. ★★

EVERTON FC INTELLIGENCIA
AMFAS £19.95
BAP Availability: 6/10.
A footy fanatic's dream – a trivia quiz based on our national pastime. ★

THE EXECUTIONER
Hawk £25.99
AP5 Availability: 4/10.
A playable enough Thrust-variant, with one or two extra bits tacked on. The core of the game just isn't exciting or different enough. ★★

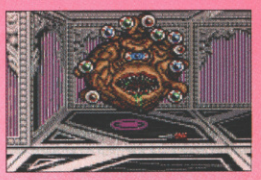
EXILE
Audiogenic £24.99
AP 1 Availability: There should still be loads of unsold copies out there.
Real-world physics incorporated into an arcade game, it's more of a true arcade adventure than most games bearing that tag. A great arcade adventure, but it might not be your cup of tea if you're an action fan. Voted AMIGA POWER reviewers game of the year 1991.
★★★★★

EXODUS
Demonware £29.99
AP22 Availability: 6/10.
Very hard to get into, with no help from the manual. Loads to tackle if you can break through, but not particularly rewarding unless you're prepared for months of space exploration. ★★

EXTERMINATOR
Audiogenic £24.99
BAP Availability: Low.
Very original arcade *Op Wolf* thing, well converted to retain the original's feel. Confusing initially, but once you've played it for a while it's... confusing. Fun, but slight. ★★

EYE OF HORUS
Prism £2.99
AP7 Availability: 4/10.
Utter rubbish which only succeeds in making the Amiga look like a C64. Avoid like a pharaoh's curse. ★

EYE OF THE BEHOLDER
SSI/US Gold £29.99



AP1 Availability: 7/10.
Classic RPG, the first to take *Dungeon Master*'s crown. Intelligent, atmospheric and wonderful. ★★★★

EYE OF THE BEHOLDER II
SSI/US Gold £35.99
AP14 Availability: 7/10.
Nothing here that wasn't in the first (classic) game, but generally done that little bit better. Think very carefully before buying both. ★★★★

F-15 STRIKE EAGLE II
MicroProse £34.99
AP3 Availability: Higher than the sun.
Graphics to make you gasp, sound effects to get your adrenalin pumping and gameplay to leave you in a quivering heap on the floor. Also available with the *Combat Classics* compilation. ★★★★

F-16 COMBAT PILOT
Action Sixteen £9.99
AP21 Availability: 6/10.
Good for its time but starting to show its age. At budget price it's worth a look. ★★★

F-16 FIGHTER ATTACK
Digital Integration £24.95
BAP Availability: 4/10.
Cockpit based on up to date specifications, laser targetting and night vision. More than just another flight sim. ★★★

F-19 STEALTH FIGHTER
MicroProse £29.99
BAP Availability: 5/10.
Strategy and accuracy bring a fresh edge to an over-populated genre. Damn fine simulation. ★★★★

F-29 RETALIATOR
Ocean £24.99
BAP Availability: 6/10.
A great value flight sim, with some spectacular graphics. One of the most accessible Amiga flight sims to date. Excellent stuff. ★★★★

F/A-18 INTERCEPTOR
Electronic Arts £30.99 (as part of the Air Land Sea compilation)
AP10 Availability: 8/10.
Despite a few limitations this is a great flight sim. Get it. ★★★★

FACE OFF
Krisalis £25.99
AP9 Availability: 5/10.
Reasonable graphics, some nice attention to detail, but not the game

THE MORE FUN WITH A FRIEND AWARD

DYNABLASTER
Ubi Soft £30.99
AP12 Availability: 5/10.
Good fun by itself, but play this in five-player mode (with the joystick adaptor included) and you'll find entire days disappearing from your life. If you've got any friends at all, this is an absolute must. ★★★★★

to show just how good ice hockey could be on the Amiga. ★★

FAERYTALE ADVENTURE
Microillusions £29.99
BAP Availability: Non-existent.
Really, really, really old RPG. It's had its day. ★★★

FALCON AND MISSION DISKS
Action 16 £14.99
AP17 Availability: 5/10.
Polished flight sim with plenty of functions and a nice easy first skill level. More in the way of action wouldn't have gone amiss. ★★★

FALLING JEWELS
Soft & Easy £25.99
AP10 Availability: Very rare.
A nice variation on the *Klax* and *Tetris* themes. You'd not be badly advised to take a tumble with *Falling Jewels*. ★★★

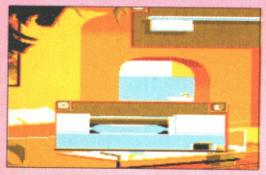
THE FAMOUS FIVE
Enigma Variations £24.99
AP1 Availability: 3/10.
Fairly enjoyable adventure game romp, full of Blyton-esque puzzles to solve and lashings of ginger beer. ★★

FANTASTIC VOYAGE
Centaur £25.99
AP10 Availability: Fantastic.
A simple, methodical shoot-'em-up with highly atmospheric graphics. Not very hectic. ★★★

FANTASTIC WORLDS
Ubi Soft £35.99
AP23 COMP Availability: 9/10.
Populous, Mega Lo Mania, Pirates, Realms, Wonderland. ★★★★

FANTASYPAK
Silmarils £19.99
AP15 COMP Availability: 7/10.
Boston Bomb Club, Colorado, Crystals Of Arborea. ★★★

FASCINATION
Tomahawk £29.99



AP17 Availability: 6/10.
Moderately groovy French adventure with a female central character. Tends to be a bit too linear. Some of the scenes might trouble the less liberal-minded. ★★★

FATE – GATES OF DAWN
Rainbow Arts £29.99
AP 11 Availability: 3/10.
Just another FRPG really, but with enough character to make it worthwhile. Far from essential. ★★

FEDERATION OF FREE TRADERS
GBH £9.99
BAP Availability: 7/10.
In the grand tradition of *Elite*, new recruits to the FOFT attempt to make a fortune by skimming the spacelanes, trading and running missions for the Federation. Dull. ★★

FERRARI FORMULA ONE
Electronic Arts £24.95
BAP Availability: 5/10.
A feature-packed race sim with huge attention to detail. Sprite-based graphics let the racey bits down a little. *MicroProse F1GP* has definitely taken the chequered flag now. ★★

FEUD
Mastertronic £9.99
BAP Availability: 3/10.
Wizards, eh? There are two of the blighters in this arcade adventure and they just can't seem to get along. Excellent, if basic, fun in a weird maze/puzzle hybrid. ★★★

FIENDISH FREDDY'S BIG TOP O' FUN
Mindscape £29.99
BAP Availability: 5/10.
Six circus events make up this simple and tedious disk swapping exercise. ★★

FIGHTER BOMBER
Activision £24.99
BAP Availability: Non-existent.
Some of the best 3D polygon graphics yet in a flight sim at a fraction of the speed of *F29*. There are better, faster and more exciting flight sims around. ★★

FIGHTER MISSION
Prism £2.99
AP14 Availability: 7/10.
Very simple shoot-'em-up, which simply requires moving round and shooting. *R-Type* with fewer spills and frills, but still a few thrills. ★★

FIGHTING SOCCER
Activision £24.99
BAP Availability: Crap, like the game.
Fair copy of possibly the worst arcade football game in history. ★

FINAL BATTLE
PSS £24.99
BAP Availability: 3/10.
Nice 3D isometric graphics; a sequel completely unlike its predecessor. Unfortunately, the game is rendered unplayable by the impenetrable control system. Flawed. ★★

FINAL BLOW
Storm £25.99
AP 11 Availability: Fine.
A pretty close conversion of the coin-op, which was an absolute duffer in the first place. Not the best boxing game around (and just look at the competition!) ★

FINAL COMMAND
Action 16 £7.99
AP16 Availability: 7/10.
A deeply unsatisfying adventure-type thing that isn't worth the struggle. ★

FINAL FIGHT
US Gold £25.99
AP6 Availability: 7/10.
Context-sensitive controls, huge sprites, arcade-true graphics, generally an excellent conversion. Then again, it's a conversion of a fairly dull, and quite dated, formulaic coin-op. Also available as part of the *Super Fighters* compilation. ★★★

FIRE AND BRIMSTONE
MicroProse £24.99
BAP Availability: 4/10.
Excellent *Ghosts 'N' Goblins*-inspired medieval romp, spiced up by the addition of puzzles. Neat. ★★★

FIRE AND ICE
Renegade £25.99
AP14 Availability: 5/10.
Magic Pockets, but fast and good. ★★★★★

FIREBLASTER
Prism £2.99
BAP Availability: 7/10.
Another dodgy piece of arcadery resurrected on the Prism label. ★

FIRE BRIGADE
Panther/Mindscape £29.99
BAP Availability: 5/10.
Wargame blessed with an extremely user-friendly game system. Complete novices will enjoy it, as well as hardened wargamers. ★★★

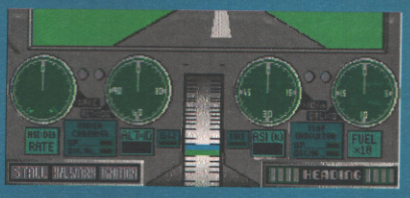
FIREFORCE
ICE £25.99
AP19 Availability: 7/10.
Green Beret for the '90s. The 1890s, that is. ★★

FIREPOWER
Microillusions/Activision £19.99
BAP Availability: 1/10.
Tank warfare game that's best played by two, but even then the action becomes repetitive. ★★

FIRETEAM 2200
Internecine £29.99
AP13 Availability: 5/10.
Quite breathtakingly horrid-looking, and seriously dull to boot. Just another wargame, really. ★

THE HOPE IT CRASHES AWARD

FLIGHT PATH 737
Prism £2.99
AP3 Availability: 5/10.
A flight sim of such appalling quality that words fail us. It got 6%. ★



FIRST SAMURAI
Image Works £25.99
AP 11 Availability: 8/10.
Stunningly well-programmed, imaginative design and inspired use of sound, all added to a classic and proven gameplay style. Simply gorgeous arcade, available with *Mega lo Mania* for £30. ★★★★★

FLAMES OF FREEDOM – MIDWINTER II
MicroProse £34.99
AP6 Availability: 6/10.
There's loads to do, and the whole thing looks lovely, but it works better in theory than in practice. *Midwinter* fans will love it, but the rest of us are likely to get bored very quickly. ★★★

FLIGHT OF THE INTRUDER
Action 16 Supreme £14.99
AP22 Availability: 8/10.
Highly realistic and flexible (you can make it almost as simple as you want), and decent graphics too, although It's not immediately attractive by any means. Absorbing and entertaining, with a neat two-player link-up game. ★★★★

FLIGHT SIMULATORS 1 – 5
Microsoft £49.95 each
BAP Availability: 4/10.
Incredibly accurate simulators, although showing their age. ★★★

FLIMBO'S QUEST
System 3 £24.99 (as part of the Premier Collection)
AP4 Availability: 6/10.
Cute platform arcade thing with gorgeous graphics and colour, but prone to become a little repetitive after a couple of hours play. ★★

THE FLINTSTONES
Grandslam £19.99 (on Grandslam Collection)
Availability: 7/10.
Flintstones, meet The Flintstones – if you must. ★

FLOOD
Electronic Arts £24.99
BAP Availability: 6/10.
Climbing the walls and ceilings gives a new slant on the usual platform game and the weapons are fun. The gameplay's a bit slow and there's not really that much going on. Colour is unusually dull for a cute game. Fun for a while but nothing special. ★★★

FLOOR 13
Virgin £30.99
AP14 Availability: 7/10.
Tense and atmospheric sim of a covert department of the secret service. Plausible, and wonderfully gripping, if a bit expensive side for a game with no colour or moving graphics. ★★★★

THE FOOL'S ERRAND
Miles Computing £24.95
BAP Availability: Try the classifieds.
A puzzle game with real lastability – 80 problems to get your brain aching – but underneath the gloss, a fairly average game. ★★

FOOTBALL CHAMP
Simulmondo £25.99
AP17 Availability: 6/10.
Laudable effort, realism-wise. But if you want realism, what's wrong with real life? It's not very easy to get to grips with control-wise, and not particularly entertaining when you do. Football can be much better. ★★

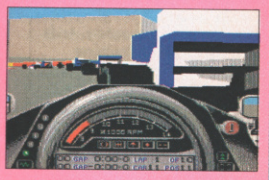
FOOTBALL DIRECTOR II
D&H £24.99
AP 11 Availability: Poor.
Reasonably complex and wide-ranging strategy bash, but adds nothing new to the number-crunching of every other football manager game. ★★

FOOTBALLER OF THE YEAR 2
GBH £7.99
AP4 Availability: 5/10.
Unusual variant on the football management sim where you take the player's perspective. Different and reasonably good fun, but don't expect to come back to it much after the first few goes. ★★★

FOOTBALL MANAGER
Prism £2.99
AP3 Availability: 7/10.
A classic strategy game that's been out-featured by practically every other game in the genre since. This Amiga version isn't half as good as even the Spectrum one. ★

FORGOTTEN WORLDS
Kixx £7.99
AP1 Availability: 6/10.
A fairly enjoyable arcade romp which benefits from a two-player mode, but blows it with a nightmarish control system. ★★

FORMULA ONE GRAND PRIX
MicroProse £34.99



AP7 Availability: Great. Everyone still stocks it.
Breathtakingly detailed 3D and the finest driving feel yet seen on the Amiga. One of the best games of all time. ★★★★★

FRENETIC
Core Design £20.99
AP4 Availability: 6/10.
You've seen this vertical blasting stuff all before, and done rather more excitingly into the bargain. ★★

FRIGHT NIGHT
Microdeal £19.95
BAP Availability: 1/10.
Play the part of a vampire in this film spin-off. Astonishing visuals and soundtrack (well, for its day, which was about 1987) but never really grabs you. ★★

FROST BYTE
Prism £2.99
AP3 Availability: 7/10.
Platform arcade adventurey sort of thing that dates back to the 8-bits. The graphics are no better than the 8-bit version, but it's worth a look just the same. ★★★

FULL METAL PLANET
Infogrames £24.99
BAP Availability: 6/10.
One to four player strategy game set in the future. Too limited for the seasoned strategist. ★★

FUSION
Electronic Arts £24.95
BAP Availability: 4/10.
'Interesting' multi-way scrolling blaster, notable only for being the first Amiga game by Bullfrog. ★

FUTURE BASKETBALL
Hi Tec £7.99
AP11 Availability: 7/10.
The poor man's *Speedball 2*. Doesn't have the depth of the Bitmaps' classic, but enormous fun all the same. ★★★

FUTURE WARS
Kixx XL £12.99
BAP Availability: 7/10.
At the time it was a novel approach to adventure gaming, but we've seen better since. Still worth a look at budget price. ★★★

FUZZBALL
System 3 £19.99
AP9 Availability: 6/10.
Big, squishy and lovable – *Fuzzball* begs to be played. If only it was easier though – less viciousness would make all the difference. ★★★

GALACTIC CONQUEROR
Titus £24.99
BAP Availability: No way.

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ABSOLUTE POWER

Much like the feeling you'd get from driving at 100 mph on the wrong side of the motorway. Brilliant graphics and addictive shoot-'em-up gameplay. ★★★

GALACTIC WARRIOR RATS
Summit Software £9.99
AP23 Availability: 7/10.
The title's a bit misleading, because the rats are actually sitting in some sort of spherical bathysphere. Aside from that it's a multi-directional scrolling blast-'em-up which looks good and plays averagely. ★★★

GALAXY FORCE II
Activision £24.99
BAP Availability: 3/10.
An ambitious attempt at a visually stunning coin-op which ultimately fails completely. ★

GALDREGON'S DOMAIN
Pandora £19.99
BAP Availability: 3/10.
Fantasy RPG in the *Dungeon Master* vein. Great graphics and atmosphere and challenging gameplay lift it above the average RPG. ★★★★

THE GAMES: SUMMER EDITION
Kixx £7.99
AP5 Availability: 7/10.
Attempts to represent absolutely loads of Olympic events and ends up spreading itself terribly thin. Tries hard, looks good but falls down in the gameplay. Also available with the *Mega Sports* compilation. ★★

GARFIELD – THE WINTER'S TAIL
The Edge £24.99
BAP Availability: 2/10.
Brilliant Jim Davis graphics, crappy Steve Davis gameplay. ★

GATEWAY TO THE SAVAGE FRONTIER
US Gold £29.95
BAP Availability: 6/10.
Bog standard official D&D. ★★

GAUNTLET II
Kixx £7.99
BAP Availability: 7/10.
Doesn't have the charm of the original (which didn't appear on the Amiga), but fun as a four-player game if you've got the joystick adaptor. ★★★

GAUNTLET III
US Gold £25.99

AP5 Availability: 6/10.
A new angle on the arcade classic gives some novelty value, and makes proceedings sufficiently different this time around. Give us a bash on *Gauntlet II*, anyday. ★★★

GAZZA'S SUPER SOCCER
Domark £29.99 (as part of the *Grandstand* collection)
AP6 Availability: 6/10.
Truly awful football game with almost no sign of Gazza himself. And that's it's best point. ★

GAZZA II
Empire £24.99
BAP Availability: 5/10.
Juddering sprites, poor control, terrible sound – take your pick. It's enough to reduce you to tears. ★

GEE BEE AIR RALLY
Activision £19.99
BAP Availability: Not a chance in hell.
If you want to pretend you're a 1930s air ace in the American Mid-West then this is the game for you. If you want gameplay and depth then this isn't the thing for you at all. ★

GEMINI WING
Virgin Mastertronic £19.99
BAP Availability: 4/10.
Yet another vertically scrolling shoot-'em-up. All the usual stuff, but nothing to make you want to buy it. ★★

GEM'X
Global (DMI) £7.99
AP19 Availability: 5/10.
Gorgeous graphics, exquisite sound, beautifully simple mental torture. The best puzzle game to date. ★★★★★

GERM CRAZY
Electronic Zoo £25.99
AP3 Availability: 5/10.
Not quite as poor as Mindscape's *Life & Death*, but with little else in its favour. Another half-baked idea, not followed through properly. ★

GHENGHIS KHAN
Infogrames £39.99
BAP Availability: 4/10.
Stylish and fairly deep historical strategy game. A bit of a cliché, but 'good if you like that sort of thing.' ★★★

GHOST BATTLE
Thalion £25.53
AP4 Availability: 6/10.
The sound's quite good and the graphics are okay, everything else is utterly awful. Badly-designed and executed *Ghosts'n'Goblins* clone. ★

GHOSTBUSTERS II
The Hit Squad £7.99
AP9 Availability: 6/10.
Dreadful film licence. Uninspired and lame design, intrusive and annoying disk swapping, three incredibly thin subgames - epitomises everything that's wrong with film licences. ★

GHOSTS 'N' GOBLINS
Elite £19.99
BAP Availability: 4/10.
As close a coin-op conversion as you could possibly hope for. It is a bit on the ancient side but who cares? ★★★

GHOULS 'N' GHOSTS
US Gold £24.99
BAP Availability: More than a ghost of a chance.
Excellent conversion of the arcade game. Graphics are looking a bit dated, but still respectable. ★★★

GLOBAL EFFECT
Millennium £29.99
AP13 Availability: 6/10.
Sim City goes Green, but doesn't quite cut it. Poor design logic makes it a chore. ★★

G-LOC
US Gold £25.99
AP18 Availability: 5/10.
A really dismal coin-op, but that wasn't enough for the programmers of this, who went on to make it even worse. Scored seven percent, which seems a bit generous these days. ★

GO
Oxford Softworks £19.99
AP12 Availability: 6/10.
Unsophisticated but workable version of one of the true classics of boardgaming. ★★★

GOBLIINS
Tomahawk £25.99
AP16 Availability: 6/10.
Gobliins is a quirky, not to say utterly weird, puzzler in typical Gallic style. Not exactly *Another World* but better than *Pushover*. ★★★

GOBLIINS 2
Coktel Vision £29.99
AP 21 Availability: Very good.
It's more fun to watch than most cartoons on TV today, and scores highly in the fun and humour departments. Well worth a go. ★★★

THE GODFATHER
US Gold £30.99

AP10 Availability: Don't let anyone make you an offer you can't refuse.
Lovely to look at, but beneath it all it's just a slow and tedious old *RoboCop* clone. ★

GODS
Renegade £25.53
AP 1 Availability: 5/10.
Lovely aesthetics, quite involved for a platform game that's not quite as good as it's made out to be. And those graphics are far too clever for their own good. Don't believe the hype, but pretty darn good. ★★★

GOLDEN AXE
Tronix £7.99
AP14 Availability: Axe for it down at your local software emporium.
Perfect arcade conversion, with every last feature implemented. There never really was a lot of variation in the gameplay though. ★★★

GOLDEN EAGLE
Loriciel £28.99
AP10 Availability: 4/10.
Nice character animation, but there's no gameplay to speak of. Uninspired, uninnovative, uninteresting, and unaddictive. ★★

THE GOLD OF THE AZTECS
US Gold £24.99
BAP Availability: 6/10.
The animation gives the hero real character for once, and each screen is a separate challenge. Loads of nice touches. A simpler game than it first appears, but nonetheless a totally absorbing one. ★★★★

GOLDEN PATH
Firebird Gold £19.95
BAP Availability: 3/10.
Dreary, dull and uninspired arcade adventure following the mystic quest of a medieval monk. ★

GOLDRUNNER
Prism £2.99
BAP Availability: 8/10.
A mouse-controlled shoot-'em-up (no, really) that looks pretty groovy and is taxing enough to be fun. It restarts from the very beginning, though. ★★

GOLDRUNNER 2
Prism £2.99
BAP Availability: 9/10.
Not a great advance on the original, but at this price who cares? ★★★

GRAEME SOUNESS VECTOR SOCCER
Impulze £25.99
AP10 Availability: Thigh-tastic.
Innovative 3D graphics and some spectacular replays, but it just doesn't work as a game. Plays like Gazza with both his knees knackered. ★★

GRAHAM TAYLOR'S SOCCER CHALLENGE
Krisalis £25.99
AP16 Availability: Superb.
It's a game stuffed full of features, with some quite entertaining action scenes thrown in. Some niggling flaws but overall quite satisfying, and our favourite footy manager game so far. ★★★★

GRAND NATIONAL
Elite £19.99
BAP Availability: 2/10.
Elite really should know better than to serve up third rate games like this simulation. Give the twenty quid to the RSPCA instead. ★

GRAND PRIX CIRCUIT
Accolade £24.95
BAP Availability: 4/10.
Good average driving game, but dated and surpassed by more recent releases. ★★★

GRAND PRIX MASTER
Dinamic £19.95
BAP Availability: 2/10.
Endorsed by Jorge Martinez (apparently famous on the 80cc motorcycle circuit), but handles like a Reliant Robin. ★

GRAND SLAM
Eidersoft £29.95
BAP Availability: 5/10.
A mouse-controlled tennis game (no, really) that's actually quite playable. The graphics are okay (for its day) but it doesn't quite make it at £30. ★★

GRANDSLAM COLLECTION
Grandslam £19.99
BAP Availability: 7/10.
Flintstones, Espionage, England Champ Special, Peter Beardsley Football, Saint And Greavsie, Running Man, Terramax, Trivia, Yogi, Terry's Big Adventure. ★★

GRANDSTAND
Domark £29.99
AP6 COMP Availability: Fair.
Pro Tennis Tour, World Class Leaderboard, Continental Circus, Gazza's Super Soccer. ★★★

GRAVITY
Mirrorsoft £24.95
BAP Availability: 2/10.
Startlingly original graphics, gameplay, concept and just about everything else really. A cult classic, but a bit crap these days. ★★★

GREAT NAPOPLEONIC BATTLES
Impressions £29.99
AP10 Availability: Alright, s'pose.
Includes a totally worthy wargame editor, but the wargame part is actually very average indeed. ★★★

GREMLINS II
Elite £24.99
BAP Availability: Don't look for it near water, or after midnight.
Cute as hell, with graphics and sound nigh on perfect, although the game is far too difficult. ★★

GRETZKY HOCKEY
Bethesda Softworks £24.99
BAP Availability: 5/10.
Fairly good overhead view ice hockey game with a wealth of detail. ★★★

GRID RUNNER
Llamasoft £10.95
BAP Availability: 5/10.
Smashing blaster in a very primitive style – more fun than most. ★★★

GRID START
Anco £9.95
BAP Availability: 3/10.
A flawed Grand Prix racing sim where the track's too narrow for overtaking. Not really among the best. ★

GUARDIAN ANGEL
Code Masters £7.99 (as part of the *Quattro Fighters* compilation)
AP11 Availability: 8/10.
A very basic horizontally-scrolling beat-'em-up distinguished by some lovely touches of humour. Good for a few hours fun. ★★

GUILD OF THIEVES
Rainbird £24.95
BAP Availability: Rare.
Very tasty old-fashioned text-only RPG with static graphics. People just don't seem to like this sort of thing any more, though. ★★★

GUNBOAT
Accolade £29.99
AP4 Availability: 5/10.
A sim which actually does something different. The action doesn't really convey enough excitement, and the graphics are a little on the primitive side. ★★★

GUNSHIP
MicroProse £24.95
BAP Availability: Rare, rare, rare.
Ageing helicopter flight sim with numerous and varied missions and dodgy politics. ★★★

GUY SPY
ReadySoft £29.99
AP17 Availability: 7/10.
Oh dear, if only looks were everything. This is another one of those cartoony adventure things that looks fabulous but isn't actually much fun to play. ★

HAGAR THE HORRIBLE
Kingsoft £25.99

THE SAD, SAD, SAD AWARD

GEISHA
Tomahawk £25.99
AP6 Availability: 5/10.
Tacky and fatuous 'plot', giving way to some of the most unplayable sub-games ever, with presentation of a kind that people used to get arrested for. A nightmare all round really. Originally scored 5%. ★

AP9 Availability: 5/10.
A good rendition of the Hagar character. Not bad at all. But nothing very spectacular either. ★★★

HALLS OF MONTEZUMA
Electronic Arts £25.99
AP4 Availability: 6/10.
Almost unlimited lastability, thanks to the huge numbers of scenarios. Well put together, but still strictly for diehards. ★★

HAMMERFIST
Activision £24.99
BAP Availability: 2/10.
Graphically adept arcade adventure with tons of playability and plenty to keep you going. ★★★

HARD DRIVIN'
Domark £19.99
BAP Availability: 5/10.
Coin-op conversion which looks right, but the control system is completely off the rails. ★★

HARD DRIVIN' II
Domark £24.99
BAP Availability: 6/10.
Refined version of the original (less bugs, a track editor, a neat 'head-to-head' option if you link two machines) but still glitchy and not a patch on the arcade machine. ★★

HARE RAISING HAVOC
Disney £25.99
AP12 Availability: 8/10.
And those cartoon games just keep on coming. *Hare Raising Havoc* takes a more interactive route than most. It's quite funny but you'll never play it more than once. If you've got a hard drive (and you literally can't play this any other way), don't waste its memory space. ★

HARLEQUIN
Gremlin £25.99
AP11 Availability: 5/10.
Loads of depth and imagination make this a classic platform game. Right up there with *First Samurai*, *Zool* and, yes, *Sonic the Hedgehog*.
★★★★★

HARLEY DAVIDSON
Mindscape £24.99
BAP Availability: 2/10.
Uninspiring and repetitive. Born to be mild. ★

HARPOON (WITH BATTLESET 2)
Electronic Arts £34.99
AP11 Availability: 7/10.
Lots of detailed boating fun, but too expensive and badly written. ★★

HATE
Prism £2.99
AP14 Availability: 7/10.
Diagonally (yes diagonally) scrolling shoot-'em-up. Not bad, especially at this price. ★★★

HEAD TO HEAD
Domark £34.99
AP Availability: 8/10.
F-19 and *Mig-29 Super Fulcrum* in one sim-tastic pack. ★★★

HEAD OVER HEELS
The Hit Squad £7.99
AP5 Availability: Good.
3D isometric arcade puzzle adventure ported from the 8-bits. Our Stuart said – 'One of the best games in the world ever, and now it's on your Amiga for eight quid. Are you going to buy it or am I simply going to have to kill you?' 'Nuff said. ★★★★★

HEARTS OF CHINA
Sierra £34.99
AP10 Availability: 6/10.
Beautiful painted backdrops and a pretty sensible control system make it an enjoyable Far East romp. Lack of speed and the need for one meg and a hard drive are a pain, as is the lack of real plot flexibility. ★★★

HEAVY METAL
US Gold £24.99
BAP Availability: 3/10.
Good presentation, the three arcade sections threaded together with a smattering of strategy. However, the action sequences are a bit shoddy, and the sound is pitiful. An uneven game which fails to hold interest. ★★

HEIMDALL
Core Design £30.99
AP 11 Availability: Reasonable.
Stunningly pretty and atmospheric, and it's absolutely enormous too. The cartoon-style is just gorgeous. A slick RPG game that's more accessible than the genre usually is. ★★★★

THE SO BAD IT'S GREAT AWARD

HEART OF THE DRAGON
Avatar Computing £25.99
AP2 Availability: 5/10.
Beyond the almost impressive technical trickery lies not very much at all really. If your friend has bought it, give it a go. Then laugh very heartily at him. Entertaining in an embarrassing sort of way. ★

HELTER SKELTER
Audiogenic £14.99
BAP Availability: Trying picking it up in the bargain bins.
Highly original gameplay in this mad platform thing with loads of inertia. Dubious lasting appeal, but a fun little game if you fancy something a bit different. ★★★

HERE WITH THE CLUES
CRL £24.95
BAP Availability: 2/10.
Highly original concept (a computerised whodunit) with excellent use of digitised graphics. ★★★

HEROES OF THE LANCE
Kixx £7.99
AP8 Availability: 6/10.
Dungeons & Dragons game which, although not the most sophisticated in the world, is well worth eight quid, and could give you hours of fun. ★★★

HERO QUEST
GBH £9.99
AP2 Availability: 7/10.
Perhaps surprisingly, a highly entertaining game, and absolutely ideal when you've got game-playing friends round. ★★★★

HERO QUEST: RETURN OF THE WITCHLORD
Gremlin £14.99
AP7 Availability: 7/10.
Add-on module for fans of the original who want to take their characters into harder territory.
★★★★

HIGH STEEL
Screen 7 £19.99
BAP Availability: 1/10.
Crappy, primitive game which requires you to construct skyscrapers. Don't bother. ★

HIGHWAY PATROL II
Prism £2.99
AP14 Availability: 6/10.
Fairly convincing 3D road graphics and lots of shiny sports cars. There's not a lot to do though. Ho hum. Averageville, Arizona here we come. ★

HILLSFAR
SSI £24.99
BAP Availability: Ish.
An attempt to capture the feel of Advanced Dungeons & Dragons, with a mixture of arcade bashing and RPG adventure that partially succeeds. Almost worth a look. ★★

HILL STREET BLUES
Krisalis £24.99
AP2 Availability: Seek it out.
A good feel for the TV series; characters that you can identify with. It's certainly an interesting way to handle a licence. A good next step for someone who's played *Sim City* to death and fancies a new challenge. Limited appeal, though. ★★★

HISTORY LINE
Blue Byte £34.95
AP22 Availability: 5/10.
Wargames don't come much better than this. A World War I strategy game that succeeds by having a wonderfully easy control system, graphics galore and tight gameplay which keeps you well involved in the action. An example of what a good wargame can do.
★★★★★

HITCHHIKERS GUIDE TO THE GALAXY
Mastertronic £9.99
AP9 Availability: 7/10.
Finely crafted game-of-the-tv-series-of-the-book-of-the-radio-series. Also on *Lost Treasures* compilation. ★★★★

THE HI-TEC HANNA BARBERA CARTOON CHARACTER COLLECTION
Hi-Tec £19.99
AP9 COMP Availability: 6/10.
Yogi's Great Escape, Hong Kong Phooey, Ruff and Reddy (In the Space Adventure), Top Cat (In Beverley Hills Cats). ★

HOI
Hollyware £25.99
AP17 Availability: 5/10.
Hoi, you see, is a dinosaur that looks like a fish on wheels. He's the star of a jolly platform romp that's funny in parts, but too difficult to really be 'fun'. There's better stuff around if you like this sort of thing. ★★★

HOME ALONE
Accolade £24.99
AP10 Availability: Too plentiful.
Atrocious gameplay, jerky graphics and terrible sound. A ludicrously unenjoyable film licence. ★

HONG KONG PHOOEY
Hi-Tec £19.99 (on *Hi-Tec Hanna Barbera Cartoon Character Collection*)
AP9 Availability: 6/10.
Enjoyable platforms and ladders job with some nice bits of presentation and something approaching the proper music helping it to retain the feel of the cult cartoon. ★★★

HOOK
Ocean £25.99
AP15 Availability: Good (form).
The atmosphere of Spielberg's Hook movie is nicely captured, but there isn't really all that much to it. It's small and shallow, but still jolly nicely formed. ★★★★

HORROR ZOMBIES FROM THE CRYPT
GBH £7.99
AP16 Availability: 7/10.
Unusual idea; suitably spooky graphics that are let down by the dull platform nature of the game. ★★

HOT ROD
Activision £24.99
BAP Availability: Second hand only.
Genuine arcade-style graphics, but not from this century. This scrolling *Super Sprint* isn't really especially good, frankly. ★★

HOT RUBBER
Palace £25.99
AP14 Availability: 6/10.
Take-it-or-leave-it motorbike racer that looks pretty sad next to *Vroom* and *Super Hang-On*. ★★

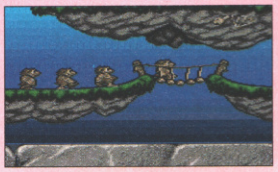
HOTSHOT
Prism £2.99
AP3 Availability: 7/10.
Strange-looking mixture between pinball and *Breakout*. Novel but boring. ★

HOUND OF SHADOW
Electronic Arts £24.99
BAP Availability: 5/10.
HP Lovecraft's classic creation is the centrepiece of this text adventure game. No sound and only intermittent graphics detracts from the atmosphere somewhat. Potential unfulfilled. ★★

HOVER SPRINT
Code Masters £9.99
AP14 Availability: 5/10.
Hovercraft race simulation in 3D. Interesting concept, but crap. ★

HUDSON HAWK
The Hit Squad £7.99
AP22 Availability: 8/10.
A film licence which actually stands up as a game in its own right. The control system can reduce some to tears.Try before you buy. ★★★

HUMANS
Mirage £25.99



AP19 Availability: 8/10.
Nice idea behind this puzzley thing, but it's too dull and slow to keep your interest for very long. ★★★

HUNTER
Activision £25.99
AP4 Availability: Not as high as it deserves.
Stunning 3D graphics and loads to do in this Virtual Reality lookalike. Enormously absorbing game – you'll find yourself completely captivated. Also available with the *Strategy Masters* compilation. ★★★★★

HYBRIS
Discovery/Gainstar £24.95
BAP Availability: Poor.
Dedicated graphics, excellent sound effects, addictive gameplay - a good shoot-'em-up. ★★★

HYDRA
Domark £24.99
AP2 Availability: 6/10.
Roadblasters with boats. Bad graphics, tragic gameplay, unresponsive controls - avoid. ★

IAN BOTHAM'S CRICKET
Celebrity Software £25.99
AP16 Availability: 6/10.
Even if you're a fan of cricket, you have to admit that it can sometimes be a bit boring. *Ian Botham's Cricket* is tedious no matter what you think of the real thing. ★★

ICE HOCKEY
Prism £2.99
BAP Availability: 7/10.
As good as any of ice hockey sim on the Amiga, ie a bit crap. ★

IK+
The Hit Squad £7.99
AP2 Availability: 6/10.
Even to this day, our favourite beat-'em-up – style, action, laughs, great music, it's got the lot. Also available as part of the *Premier Collection* from System 3. ★★★★★

IKARI WARRIORS
Elite £9.99
BAP Availability: 7/10.
Classic vertically-scrolling soldier shoot-'em-up that spawned a hundred copies. A bit slow, but still full of character.★★★

IMPACT
Audiogenic £14.95
BAP Availability: 1/10.
There are plenty of *Breakout* clones about and this is, er, one of them. Actually, it's a bit closer to *Arkanoid* with its power-ups and stuff and is just as addictive. ★★★

IMPERIUM
Electronic Arts £24.99
BAP Availability: 4/10.
One for dedicated strategy-heads only. Supremacy fans might dig it.
★★

IMPOSSIBLE MISSION II
Kixx £7.99
AP4 Availability: Not impossible to find.
A challenging platform game with some fairly minor puzzle elements thrown in. A corking little game with an epic feel that belies its size.
★★★★

IMPOSSAMOLE
GBH £7.99
AP4 Availability: 6/10.
We don't like the *Rick Dangerous* games much, but this is *Rick Dangerous* without the good bits. ★

INCREDIBLE SHRINKING SPHERE
Activision £19.95
BAP Availability: Shrunken into.obscurity.
Exciting and challenging *PacMan* style game with many added features.
★★★

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INDIANA JONES ADVENTURE
US Gold £19.99
BAP Availability: 6/10.
A friendly control system, and faithful to the movie too. One of the great adventure games of the past. ★★★★

INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts & US Gold £34.99
AP 21 Availability: Groovy.
Graphic adventure in the same vein as *Monkey Island*, with depth and story surpassing even the films at times. Brilliant except – the amount of disk swapping renders the game almost unplayable, but it's almost worth buying a hard disk for this. ★★★★★

INDIANA JONES AND THE FATE OF ATLANTIS – THE ACTION GAME
US Gold £25.99
AP22 Availability: 8/10.
Indy fans are well advised to avoid this tiresome and dull game and go for the adventure game with the same title. ★

INDIANA JONES AND THE LAST CRUSADE
US Gold £19.99
BAP Availability: 6/10.
Platforms and ladders style Indy tie-in. Crap. ★

INDIANAPOLIS 500
Electronic Arts £24.95
BAP Availability: 5/10.
An immensely playable blend of true racing sim and track blast, though not as good *F1GP*. Also available in the *Air Land Sea* compilation. ★★★★

INFESTATION
Psygnosis £24.95
BAP Availability: 1/10.
Very Alien-esque atmosphere. Harder to get into than an Ingmar Bergman film, but persevere and you'll find a pretty top-notch 3D adventure. ★★★

INFIDEL
Mastertronic £9.99
AP9 Availability: 2/10.
Another excellent (but old-fashioned) text adventure from Infocom. Also on *Lost Treasures*. ★★★

INSANITY FIGHT
Microdeal £24.95
BAP Availability: 5/10.
Hey. Wow. And other irony-ridden exclamations of surprise. It's a vertically scrolling shoot-'em-up. It's alright, for 1988. ★★

INSECTOR HECTI IN THE INTERCHANGE
Hi-Tec £7.99
AP7 Availability: 6/10.
An interesting but insubstantial puzzler that's not at all bad for the price, though it's no *Tetris*. ★★★

INTERNATIONAL 3D TENNIS
US Gold £29.99 (on *Super Sim Pack*)
AP7 Availability: 7/10.
Funny looking little triangle men play tennis. It works, but the gameplay is a bit slow and the ball tends to wobble. Neat but could have been better. ★★★

INTERNATIONAL CHAMPIONSHIP ATHLETICS
Hawk £25.99
AP5 Availability: 4/10.
Tons of fun for those who miss the days of joystick waggling. ★★★

INTERNATIONAL CHAMPIONSHIP WRESTLING
Hewson £24.99
BAP Availability: 2/10.
It stinks like a sweaty leotard. ★

INTERNATIONAL ICE HOCKEY
Impulze £24.95
AP1 Availability: 6/10.
Sub-standard ice hockey game. Not worth a look. ★★

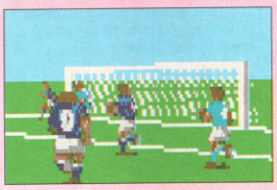
INTERNATIONAL SOCCER
Microdeal £19.95
BAP Availability: Non.
Not a bad football game, enhanced by a few amusing faults like players being able to walk through other players. ★★

INTERNATIONAL SOCCER CHALLENGE
MicroProse £24.99
BAP Availability: 5/10.
Soccer in 3D? A very brave attempt to do something new with a tired old game-style which unfortunately falls flat on its face. ★

INTERNATIONAL SPORTS CHALLENGE
Empire £29.99
AP16 Availability: 8/10.
Has its fair share of joystick waggling (on the swimming and cycling) but the other events make up for it with fun gameplay and the graphics are decent enough. Not brilliant, but good enough if you have a few friends round. ★★★

INTERPHASE
Imagework £29.99
BAP Availability: 7/10 (also appeared on an AF disk).
Interesting concept involving dream designers and 3D a representation of a world inside a computer. Plays well too, and keeps the brain working. ★★★★

I PLAY 3D SOCCER
Simulmondo £25.99



AP2 Availability: 5/10.
The most dynamic and visually convincing representation of the sport yet. The realism is so high that you hardly ever get to kick the ball, and the 3D display system can be downright confusing. Brave, but ultimately flawed. ★★

IRON LORD
Ubi Soft £24.99
BAP Availability: 4/10.
Cinemaware-style medieval epic with plenty of sub-games and atmospheric presentation. ★★

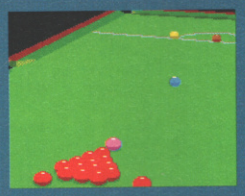
IRON TRACKERS
Prism £2.99
BAP Availability: 6/10.
How many of these obscure games can Prism release. This one is one of their more average offerings. ★★

ISHAR
Silmarils £29.99
AP15 Availability: 7/10.
An atmospheric experience with a good many thoughtful and original touches to set it apart from the rest of the RPG field. The only problem is that it's possible to stumble around aimlessly for a fair old time before getting into the action. ★★★

ISHIDO
Accolade £24.99
BAP Availability: 4/10.
Take Othello, add some Go, then throw in a few herbs and heat until brown. The result is one hot Chinese board game called Ishido. ★★★

THE HERE'S ONE I MADE EARLIER AWARD

JIMMY WHITE'S WHIRLWIND SNOOKER
Virgin £24.99
AP4 Availability: 5/10.
Stunning 3D camera-style view on the action, and the actual rules and physical mechanics of the game are re-created beautifully. A veritable corker. A classic. A 90 percenter. Need we say more? ★★★★★



ITALY 90
US Gold £24.99
BAP Availability: 3/10.
A wealth of teams and players; reasonable in-game graphics. A reasonable soccer bash, but frankly it's, er, 1990's game. Also available with the *Super Sim Pack*. ★★★

IT CAME FROM THE DESERT
Mirrorsoft £29.99
BAP Availability: 5/10.
Interactive movie-type adventure game which captures the atmosphere and feel of a 'big bug' B-movie well. ★★★

IVANHOE
The Hit Squad £7.99
AP13 Availability: Fine.
Simply unbelievable graphics and cartoon animation (we saw them and still don't believe them). Unfortunately it's far too easy to complete. ★★

IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD
Virgin £9.99
AP12 Availability: Still on the road.
As good as *Super Sprint* racers get. ★★★★

JACK NICKLAUS' GOLF
Accolade £24.95
BAP Availability: 4/10.
Everything would be okay in this golf sim if it weren't for the terribly slow speed of play. There are far better golf games on the Amiga. ★★

JAGUAR XJ220
Core Design £25.99
AP15 Availability: 7/10.
Sadly this game hasn't improved on *Lotus II*, with a lack of driving excitement and cars on the road being two major problems. Among the better of the sprite based driving games, but *Crazy Cars III* is now the firm office favourite. ★★★

JAHANGIR KHAN'S CHAMPIONSHIP SQUASH
Krisalis £25.53
AP2 Availability: 6/10.
The best squash game around for the Amiga. (Not that there's much in the way of competition). ★★★

JAMES BOND COLLECTION
Domark £29.99
AP8 Availability: 6/10.
Licence To Kill, Live And Let Die, The Spy Who Loved Me. ★★

JAMES POND
GBH £7.99
AP12 Availability: 7/10.
Beautifully simple gameplay to instantly hook the unsuspecting player, but it lacks any real adrenalin-pumping qualities. ★★★

JEWELS OF DARKNESS
Rainbird £19.95
BAP Availability: 3/10.
A collection of three inter-related text-only RPGs from Level 9. Includes *Colossal Adventure*, *Dungeon Adventure* and *Adventure Quest*. Absolutely marvellous, luvvy. ★★★★

JETSONS
Hi-Tec Software £12.99
AP13 Availability: 7/10.
Decent enough graphics based on the popular cartoon series, but no game whatsoever. Tedious. ★

JIM POWER
Loriciel £25.99
AP15 Availability: Powerfully good.
No ground breaker, but a smooth and silky (if slightly gaudy) platform shoot-'em-up effort – what it lacks in originality it more than makes up for in evidence of sheer effort and good design. Not at all bad. ★★★

JINKS
Go!/Rainbow Arts £24.99
BAP Availability: 2/10.
A surreal mixture of *Breakout* and pinball combined with a good dose of ingenious humour. ★★★

JOE AND MAC CAVEMAN NINJA
Elite £25.99
AP22 Availability: High.
Horrible graphics, tragic control system and uninspiring gameplay contribute to make this a true turkey. Don't waste your cash. ★

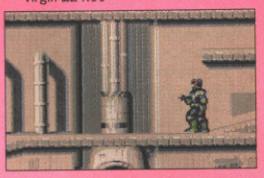
JOHN BARNES EUROPEAN FOOTBALL
Krisalis £25.99
AP14 Availability: 4/10.
A very similar game in play to *Manchester United Europe*, but the tiny area of pitch visible on screen cuts down the tactical scope dramatically, although it bumps the speed up significantly. ★★★

JOHN LOWE'S ULTIMATE DARTS
Kixx £7.99
AP4 Availability: 5/10.
It's a computer darts game. Hardly stunning. ★★

JOHN MADDEN FOOTBALL
Electronic Arts £25.99
AP11 Availability: Mad-tastic.
Graphically glorious, superb sound and sexy gameplay makes this the only choice American Football game on the Amiga. ★★★★★

JOURNEY
Infocom/Activision £29.99
BAP Availability: Zero.
Keyword driven adventure game. Intriguing, but adventure games have moved on so far since this. ★★

JUDGE DREDD
Virgin £24.99



AP 11 Availability: Low. (Yes!)
Two ancient sub-games (City Bomber and Snake, for the real oldies among you) offer a real rave from the grave, resulting in another Judge Dredd game screwed up totally. ★

JUG
Microdeal.£19.95
BAP Availability: We've never seen it on the streets.
Four way scrolling shoot-'em-up which, despite unimpressive graphics, certainly makes an addictive challenge. Unfortunately it lacks the speed that would have given it the arcade feel it requires. ★★

JUMP JET
Prism £2.99
BAP Availability: 6/10.
Another awful flight sim, originally from Anco. ★

JUMPING JACK SON
Infogrames £19.99
BAP Availability: 3/10.
Stupendous music, instant addiction, cute graphics, but severely limited in the lastability department. ★★

JUPITER'S MASTERDRIVE
Action Sixteen £7.99
AP 11 Availability: Good.
Surprisingly playable race game in the same vein as *Nitro* and *Hot Rod*. It really is jolly good fun. ★★★

KAMIKAZE
Code Masters £7.99
AP2 Availability: 8/10.
A perfectly competent scrolling shoot-'em-up of slightly obvious origins (*Flying Shark*), but with no real life about it all. Also available as part of the *Quattro Fighters* compilation. ★★

KARATE KID 2
Microdeal £24.95
BAP Availability: 2/10.
A very old beat-'em-up with pretty backgrounds based on the film of the same name. Not particularly inspired, but these things never are. ★★

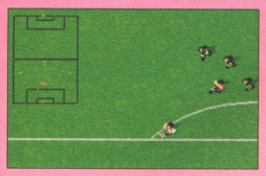
KARTING GRAND PRIX
Prism £2.99
AP3 Availability: 6/10.
Super Sprint clone resembling *Super Grand Prix* without the wealth of options or playability. ★

KEEF THE THIEF
Electronic Arts £24.99
BAP Availability: 4/10.
Excellent hack, slash and puzzle solving with some superb stylised graphics. Respectable Tolkien-esque fare, but darn dated. ★★★

KENNY DALGLISH SOCCER MATCH
Impressions £19.99
BAP Availability: 5/10.
Arcade soccer game of truly awful, er, awfulness. Kenny would turn in his grave (if he was dead). ★

KGB
Virgin £30.99
AP 21 Availability: With this one, everybody's got a licence to sell.
An adventure game that steers well clear of the well worn 'might and magic' themes.The atmospheric graphics and numerous characters give it depth, but the linear story line leaves little scope for exploration. ★★★★

KICK OFF
Anco £19.95



BAP Availability: 6/10.
Awful football game which you never get to really control. Some however, real love it. ★★

KICK OFF 2
Anco £19.99
BAP Availability: 8/10.
The same as *Kick Off 1* plus better goalies (which makes it very hard to score), so it's even less fun. Also available with the *Award Winners* compilation. ★★

KICK OFF EXTRA TIME
Anco £9.95
BAP Availability: 8/10.
It's a data disk for... Oh, we give in. ★

KID GLOVES
Millennium £24.99
BAP Availability: 10/10.
Huge amounts of fun, but no brain strain – available on the second issue of AMIGA POWER. ★★★★

KID GLOVES 2
Millennium £25.99
AP10 Availability: 5/10.
There're plenty of *Super Wonder Boy* influences in there but it's got nothing to do with the original *Kid Gloves*, and it's just no fun anyway. ★★

THE KILLING CLOUD
Image Works £24.99
AP1 Availability: 6/10.
Fast-moving and pretty graphics, bags of depth, and a great creation of atmosphere, but riddled with inconsistencies. ★★★

THE KILLING GAME SHOW
Psygnosis £24.99
BAP Availability: 6/10.
Straightforward fun game sharing some aspects of gameplay with *Rainbow Islands*. Despite unusually poor graphics, this is one of Psygnosis' best and most playable games. ★★★★

KING'S BOUNTY
New World Computing £25.99
AP6 Availability: 3/10.
Superb D&D-style adventure that's fun for everyone but the most narrow of mind. ★★★★

KING'S QUEST V
Sierra £39.99
AP7 Availability: 6/10.
Beautiful digitised graphics and a very friendly point and click interface, although only hard drive owners should bother. ★★★★

KING OF CHICAGO
Mirrorsoft £29.99
BAP Availability: Almost impossible to get hold of.
One of those 'interactive movie' things. This one's set in 1920s Chicago and although the action's limited it has some entertainment value. ★★

KLAX
Respray £9.99
BAP Availability: 5/10.
More scope than *Tetris*, better looking and sounding too; deceptive pace means it gets pretty frantic without you really noticing. If you don't have a naturally calm nature you'll chuck it out the window within minutes. A real mind-wrencher and a near perfect conversion. ★★★★

KNIGHT FORCE
Titus £24.99
BAP Availability: 3/10.
Awkward control method and little substance to this platform hack 'n' slash. Looks nice though. ★

KNIGHTMARE
Mindscape £30.99
AP9 Availability: 7/10.
It's nothing to do with the TV show it's supposed to be a licence of either, and feels too much like role-playing by numbers. ★★★

KNIGHTS OF THE CRYSTALLION
US Gold £29.99
BAP Availability: 1/10.
HAM mode graphics, haunting sound and (almost) a real game to boot. One for fans of every genre, and a good demonstration of the machine's capabilities. ★★★

KNIGHTS OF THE SKY
MicroProse £34.99
AP 11 Availability: Flight-tastic.
Accessible and enjoyable to play, in a not-very-flight-simmy kind of way. Much more playable than you might expect, this was the surprise hit of the year in the AMIGA POWER office in 1991, and it's still our favourite flight game. ★★★★★

KRUSTY'S SUPER FUN HOUSE
Acclaim £25.99
AP22 Availability: 10/10.
Bright and colourful, this is a faithful conversion from the SNES. Platform fun with some brain tickling puzzles, it's only let down by the slightly repetitive gameplay. A very good, but sadly flawed, platform/puzzler. ★★★

KULT
Action Sixteen £7.99
AP2 Availability: 6/10.
Another wacko French adventure thing. Big, atmospheric and certainly value for money, though it takes a lot of patience to persevere. ★★★

KWASIMODO
Robtek £9.95
BAP Availability: Doesn't ring a bell, we've got a hunch you won't find it.
An arcade adventure that is Utterly Awful in every important and several insignificant respects. ★

LANCASTER
Actual Screenshots £24.95
BAP Availability: Incredibly low.
Fairly impressive 3D polygon graphics, but lack of variation and any real excitement means it barely gets off the ground. ★★

LASER SQUAD
Blade £19.95
BAP Availability: Low, but worth searching out.
One or two player tactical wargame played over a set number of turns and viewed in pseudo 3D. Simple, effective and superb in two player mode. ★★★★★

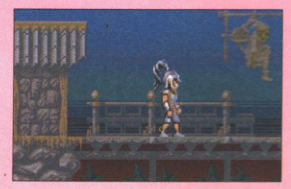
LASERTRAIN
Big Apple £19.95
BAP Availability: Not tall.
You control a train of the future set in the stratosphere, while alien attack is imminent. Average. ★★

LAST NINJA 2
System 3 £24.99
BAP Availability: 4/10.
Excellent 3D isometric graphics and a genuine attempt to inject some strategy into the martial arts genre. Unfortunately the game just isn't cohesive, and it plays like a pig. ★★

LAST NINJA 3
System 3 £25.99
AP7 Availability: 6/10.
Polished presentation and big improvements in look, feel and plot in the ninja's third outing, but a diabolical control system and one or two flaws in execution prove irritations. ★★★

LAS VEGAS
Prism £2.99
BAP Availability: 6/10.
Bargain-tastic gambling (man). ★★★

LEANDER
Psygnosis £25.99



AP10 Availability: 7/10.
Slice after mouthwatering slice of smooth platform action. A sizeable and endearing exercise in coolness. Shallow as hell, though what it lacks in inspiration it makes up for in perspiration. Also available with the *Mega Mix* compilation. ★★★★

LEATHERNECK
Microdeal £19.95
BAP Availability: Very, very rare.
Four player *Ikari Warriors*-type jungle action. With one or two players it's OK, with four (with joystick adaptor) it really starts happening. ★★★

LEEDS UNITED CHAMPIONS
CDS £25.99
AP 21 Availability: More available than a Goth in Leeds.
No arcade action with this, it's a management sim all the way. It's easy to control, with loads of options, and although not the best football management game around, it's a lot better than the worst. ★★★

LEGEND
Mindscape £30.99
AP14 Availability: 5/10.
An RPG that's got everyone in the AMIGA POWER office playing it has to be something pretty special, and that's just what this is. Well-balanced and easy to get into, we can't think of a single serious flaw. ★★★★★

LEGEND
CRL £19.99
BAP Availability: Not as available as the other Legend.
Not to be confused with the good one above, this is a tedious wargame played on an island of 20 odd sectors. Cack. ★★

LEGEND OF DJEL
Coktel Vision £24.99
BAP Availability: 5/10.
A mouse click adventure game which has no depth or appeal. ★★

LEGEND OF KYRANDIA
Virgin £35.99
AP19 Availability: 9/10.
Gorgeous adventure, although the nine (count 'em!) disks are a bit of a bummer. ★★★★★

LEGEND OF THE SWORD
Rainbird £24.95
BAP Availability: 3/10.
Nicely presented adventure RPG, spoilt a bit by the need for regular disk accessing. ★★★

LEGENDS OF VALOUR
US Gold, £39.99
AP23 Availability: 10/10.
Amazing-looking texture-mapped RPG, an absolute dream to play, but at an absolute nightmare of a price. Still, with this kind of thing you usually always get a lot of playing time for your money. ★★★★

LEISURE SUIT LARRY
Sierra £34.99
BAP Availability: 6/10.
Crap, crude, sexist rubbish. ★

THE LICENCE TO WRITE CRAP AWARD

THE JUNGLE BOOK
Monkey Business £7.99
AP2 Availability: 5/10.
Awful in almost every way, and a contender for worst film tie-in ever. ★

LEISURE SUIT LARRY II
Sierra £34.99
BAP Availability: 7/10.
More of the same. ★

LEISURE SUIT LARRY III
Sierra £34.99
BAP Availability: 8/10.
Ridiculous, over-sexed plot. Adventuring for adults. Check it out – but only if you're over eighteen. ★★★

LEISURE SUIT LARRY 5
Sierra £34.99
AP11 Availability: 9/10.
If you enjoyed the others in the series then you'll like this, but otherwise look to the Sunday Sport for your sleaze - it's a lot cheaper. ★★

LEMMINGS
Psygnosis £24.99
BAP Availability: 7/10.
Utterly bizarre, pleasingly original and totally addictive. Invented a totally new category – the save-'em-up. Lemmings rule. ★★★★★

LEMMINGS DOUBLE PACK
Psygnosis £29.99
AP 21 Availability: 9/10.
If you've never heard of this then where have you been all decade? The unavoidable all time classic game of rodent rescue packaged together with *Oh No! More Lemmings*, which is pretty much more of the same. ★★★★

LEVIATHAN
English Software £19.95
BAP Availability: You might sea it somewhere.
A 3D shoot-'em-up that's well-drawn and witty but lacks the feeling of urgency and desperation you get from a good action game. ★★

LICENCE TO KILL
Domark £19.99
BAP Availability: 4/10.
James Bond film licence made up of several distinct sub-games. Nicely done, but won't provide lasting interest. ★★

LIFE AND DEATH
Mindscape £14.99
AP21 Availability: 8/10.
Excellent packaging (the surgical mask and gloves are wild), and some fairly amusing gameplay keeps, though as a long-term challenge it all falls apart quite alarmingly. ★★

LINE OF FIRE
US Gold £24.99
BAP Availability: It's reaching the end of the line.
Imagine all the Rambo films back-to-back on fast-forward, and you have a good idea how much violence this game contains. You also have a pretty good idea of how intelligent it is. An impossible arcade conversion proves totally and utterly impossible. ★★

LINKS
US Gold £37.99
AP16 Availability: 7/10.
It looks absolutely fabulous and is an almost flawless golf sim. Its major fault (and it's a MAJOR fault) is that it's so slow that a three-toed sloth on mogadon would look like a champion sprinter by comparison. ★★★

LIONHEART
Thalion £25.99
AP22 Availability: If you're retailer sats he hasn't got it, he's lion.
The Amiga is pushed to its limits with the most amazing graphics and parallax scrolling yet seen. Dynamic and great to look at, it will keep you busy for some time. ★★★★★

LIVE AND LET DIE
Domark £19.95
BAP Availability: 4/10.
An impressive action game which bears no relation to the film plot apart from a watery setting. Full of fast action and blistering graphics. ★★★

LIVERPOOL THE COMPUTER GAME
Grandslam £25.99
AP16 Availability: 5/10.
It's a football game and it's based on Liverpool FC. What more do you need to know? Oh alright then. It's easy to get into, but lacks real depth. ★★★

FOR AMIGA POWER TURN TO PAGE 32

ABSOLUTE POWER

LIVING JIGSAWS
Miles Computing £24.99
AP5 Availability: 3/10.
Likely to appeal only to the younger Amiga users. Quite silly and pointless all round, really. ★

LOCOMOTION
DMI £25.99
AP19 Availability: 7/10.
It's so easy to grasp the basics and controls, the whole family will be able to join in. It's also a game that pushes your brain into overdrive. ★★★★

LOGICAL
Rainbow Arts £19.99
AP3 Availability: 4/10.
The ease of play makes this a nicely accessible marble-manipulating puzzler, but the amount of time each move takes also makes it a seriously tedious one. ★★

LOOM
Lucasfilm £24.99
BAP Availability: 5/10.
Great atmosphere, enhanced by the accompanying tape, booklets etc. It's certainly a lavish package. Lucasfilm strive for something different, and the results are interesting, if not totally successful. ★★★

LORD OF THE RINGS
Electronic Arts £29.99
AP9 Availability: 4/10.
A brilliant command system and excellent evocation of Tolkien's classic story, but everything is simply too slow and vast. Surely it could have been programmed better than this. Some great ideas, but the game just over-stretches itself. A shame. ★★★

LORDS OF DOOM
Starbyte £25.99
AP9 Availability: 4/10.
A crap adventure game which would have looked dated four years ago. ★

LORDS OF THE RISING SUN
Cinemaware/Mirrorsoft £24.95
BAP Availability: 4/10
Strategy game set in 12th century Japan. Be prepared to be playing a long time to get anywhere. ★★★

LORDS OF TIME
Hollyware £25.99
AP19 Availability: 7/10.
Lifeless, lacklustre FRPG that's not so much run-of-the-mill as aimless-kind-of-stroll-of-the-mill. Nothing very much of anything. A vacuum. ★★

LOST PATROL
Ocean £24.99
BAP Availability: 5/10.
Atmospheric-but-lacking-any-playability war strategy adventure. One for Vietnam obsessives only. ★★

THE LOST TREASURES OF INFOCOM
Activision £39.99
AP19 COMP Availability: 8/10.
Zork 1 – 5, Hitchhikers Guide to the Galaxy, Suspended, Starcross, Planet Fall, Stationfall, Moonmist, Infidel, Ballyhoo, Deadline, Witness, Suspect, Lurking Horror, Enchanter, Sorceror, Spellbreaker. ★★★★

LOTUS ESPRIT TURBO CHALLENGE
GBH Gold £9.99
BAP Availability: 7/10.
A wealth of control options lets you make the game more arcadey or simulationy according to preference. Bags of 'feel'. An extremely good driving game, even more fun with two players. Available as part of the *4 Wheel Drive* compilation. ★★★★

LOTUS TURBO CHALLENGE II
Gremlin £24.99
AP7 Availability: 7/10.
Gorgeous graphics, lashings of speed and that hard-to-capture driving atmosphere, but the lack of crashes is a bit silly, and some track maps would have helped. ★★★★

LOTUS III
Gremlin £25.99
AP18 Availability: 8/10.
Crazy Cars 3 creams *Lotus III* for sheer speed and thrills, and the much-vaunted course designer doesn't give you much opportunity to design. It's no disgrace but the time of *Lotus* has passed. ★★★

LUPO ALBERTO
Idea £25.53
AP3 Availability: Medium.
Charming characters, a terribly translated manual, and goofy gameplay make it ideal for kids of all ages, although the animation is funny for all the wrong reasons. Loveable but really rather crap. ★★

THE BENEATH THE SURFACE AWARD

LORDS OF CHAOS
Blade £24.99
AP2 Availability: 5/10.
Great control system. Comprehensive and logical. Lots of levels equal great lastability. Very little actual action, but everyone should at least give it a try. A classic. ★★★★★

LURE OF THE TEMPTRESS
Revolution £30.99
AP15 Availability: 7/10.
Not nearly as big as *Monkey Island 2*, but it's seven quid cheaper and has a lot fewer disks (and, for the xenophobes among you, it's British). You won't be disappointed. ★★★★★

LURKING HORROR
Mastertronic £9.99
BAP Availability: 7/10.
Cthulu-esque horror adventure from Infocom. Also on *Lost Treasures*.
★★★★

M1 TANK PLATOON
MicroProse £24.99
BAP Availability: 4/10.
Cheaper than a real tank, but needs a lot of perseverance. ★★

MADDOG WILLIAMS
Game Crafters £30.99
AP12 Availability: 7/10.
Stupendously run-of-the-mill Sierra-game clone that's more 'average' than actual 'crap' – but why not blow your £31 on something 'good'? ★★

MADSHOW TV
Prism £2.99
AP15 Availability: 7/10.
Consists of four sub-games, all of which are worth no more than a couple of plays. ★★

MAGIC FLY
Electronic Arts £24.99
BAP Availability: 3/10.
Very challenging, but who wants wireframe 3D in 1993? You may not find it worth all the bother of getting into it. ★★

MAGIC GARDEN
Electronic Zoo £25.99

AP9 Availability: Very low. Har!
An outlandish (and gnomish) *Sim City*-ish kind of thing (sort of). ★★

MAGICLAND DIZZY
Code Masters £7.99
AP7 Availability: 5/10.
Dizzy's third Amiga adventure boasts the usual searingly bright cartoon graphics, fab bouncy music and well balanced and rewarding mix of platform-jumping and puzzle-solving. Top fun. Also available with the *Super All Stars* compilation.
★★★★

MAGIC MARBLE
Sphinx £19.99
BAP Availability: 3/10.
Guide Marvin the marble along suspended roadways within a time limit. Convoluted and tricky levels means you'll have to put a lot of effort in to get the best out of it. ★★

MAGIC POCKETS
Renegade £25.99
AP6 Availability: Magic.
The usual Bitmap standards of technical excellence, and a veritable mountain of clever ideas, but everyone we've met finds it seriously boring. ★★

MAGIC WORLDS
Daze Marketing £25.99
AP19 COMP Availability: 7/10.
Dragon's Breath, Crystals of Arborea, Storm Master. ★★★★

MAGNUM: THE COMPILATION
Ubi Soft £25.99
AP5 COMP Availability: 5/10.
RVF Honda, After the War, Pro Tennis Tour, Oriental Games, Satan.
★★★

THE MANAGER
US Gold £25.99
AP14 Availability: 7/10.
Everything that's tedious and inept about footy management games can be found in this one. A million statistic screens and incomprehensible icons make *The Manager* knuckle-chewingly painful to play. ★

MANCHESTER UNITED
GBH Gold £9.99
AP15 Availability: 5/10.
Pretty hopeless football game, better as a management sim but still not much cop.
★★

MANCHESTER UNITED EUROPE
Krisalis £25.99
AP4 Availability: 5/10.
Fast, pretty, and hugely playable. Great control makes for a great football sim, still one of our favourites after *Sensible Soccer*. ★★★★

MANHATTAN DEALERS
Prism £2.99
AP14 Availability: 5/10.
Bog-standard beat-'em-up - duff graphics, limited fighting moves, and very monotonous. ★★

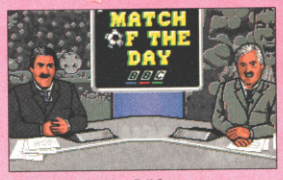
MANHUNTER 2
Sierra (Activision) £29.99
BAP Availability: You'll have to hunt around for it.
Badly-judged puzzles, awful graphics, and the arcade sequences are execrable. Dire game at a scandalous price. ★

MANIC MINER
Software Projects £9.99
AP8 Availability: Dig around for it.
Pixel-perfect copy of the 8-bit original plus a pretty new scrolling version with extras for those who like to see their Amiga at work. ★★★★

MANIX
GBH £7.99
AP11 Availability: 7/10.
Charmingly surreal, but it's just an updated *Q-Bert*, really. Never really gets its hooks into you. ★★

MARBLE MADNESS
Electronic Arts £19.99
BAP Availability: 5/10.
A coin-op conversion where you, er, control marbles. Very addictive still, but a bit shoddy as a conversion. ★★

MATCH OF THE DAY
Zeppelin £?5.99



AP19 Availability: 5/10.
With a user interface that drives you nuts, *Match* comes in as a very bad management sim. It's too fiddly and lacking in action to match up to *Graeme Taylor's* and is mediocre at best. ★★

MASTERBLAZER
Rainbow Arts £24.99
BAP Availability: 6/10.
A respectable updating of the original future-sport game (*Ball Blazer* on 8-bit), but despite the new features, *Masterblazer* looks and feels dated. Fun for a few hours, but too simplistic to hold any lasting appeal. ★★

MAUPITI ISLAND
Lankhor £25.99
AP4 Availability: 5/10.
Pleasantly different, with loads of character interaction, but just too small to really justify the price.
★★★

MAYDAY LAND
Tynesoft £19.95
BAP Availability: MIA.
You command a team of three in a bid to gun down some international terrorists. Enjoyable and exciting for a while, but ultimately just a simple 'search and shoot' game. ★★

MAX
US Gold £25.99
AP8 COMP Availability: 6/10.
SWIV, Night Shift, Turrican 2, St Dragon. ★★★★

McDONALD LAND
Virgin, £25.99
AP19 Availability: 5/10.
Uninspiring 8-bitty NES-y formula platform thing that's not actually terrible or anything like that, just depressingly mediocre. ★★★

MEAN MACHINE
Code Masters £7.99
AP8 Availability: 6/10.
Old fashioned and top-view Formula II racer. Lots of fun at first but too limited to be of lasting value. ★★★

MEAN STREETS
US Gold £24.99
BAP Availability: 4/10.
Many different styles combine for a wide-ranging gameplay experience. Dragged down by disk swapping, but good solid entertainment. ★★★

THE MED CONFLICT
Electronic Arts £14.99
AP12 Availability: 6/10.
Oh, please. This is such a specialist naval wargamer's thing that we seriously doubt a more than one of you is interested. ★★

MEDIEVAL WARRIORS
Merit (via Linel) £25.99
AP10 Availability: 4/10.
Enjoyable wargame with slick animated graphics, tremendous sound effects and the skimpiest of control mechanisms. ★★★

MEGAFORTRESS
Mindscape £30.99
AP16 Availability: High.
At first glance it could be a bit of a techie nightmare, but it's surprisingly entertaining. The wide variety of tasks and enthralling atmosphere will keep you glued to the screen but the lack of ground detail loses the game a few marks. Atmospheric strategy flight-sim. ★★★★

MEGA LO MANIA
Image Works £30.99
AP5 Availability: 6/10.
Brilliant sound effects, gorgeous speech, jolly nice graphics, completely compulsive gameplay. The most accessible and arguably the most enjoyable god-sim to date. Also available with the *Fantastic Worlds* compilation. ★★★★★

MEGA MIX
Psygnosis £29.99
AP22 COMP Availability: 5/10.
Agony, Leander, Ork. ★★★

MEGA SPORTS
US Gold £30.99
AP18 COMP Availability: 6/10.
The Games Summer Edition, California Games, Winter Games, Summer Games, Summer Games 2. ★★

MEGA TRAVELLER 1
Empire £30.64
AP2 Availability: 6/10.
Terrifying depth, friendly and helpful controls, great atmosphere, excellent balance of strategy and action. A neat piece of role-playing software that everyone should play at least once.
★★★★

MEGA TRAVELLER 2
Empire £29.99
AP16 Availability: 7/10.

A positively massive sci-fi FRPG with everything including the kitchen sink. There's a great game in there somewhere, but you're the one who has to hunt it out. For fans only. ★★★

MEGA TWINS
US Gold £25.99
AP7 Availability: 6/10.
Cute platform zapping romp through beautiful scenery with plenty of variation. ★★★★

MENACE
Sizzlers £9.99
AP10 Availability: 7/10.
Ancient shoot-'em-up *R-Type* stylee with lovely graphics. Frustratingly hard at times, and fairly dull too. ★★

MERCENARY
Novagen £24.95
BAP Availability: Rare – Novagen don't exist any more.
3D vector graphic cross between an arcade adventure and a flight sim. You're on a search for a ship to get you off a planet wracked by civil war. Atmospheric and fab, really. ★★★★

MERCENARY II – DAMOCLES
Novagen £24.95
BAP Availability: 2/10.
Practically identical to *Mercenary I*, and hence also pretty fab. ★★★★

MERCENARY III
Novagen £29.99
AP10 Availability: 5/10.
Six different solutions, lots to explore and plenty of plot, but the 3D graphics couldn't look much more dated and the gameplay is thinner than the atmosphere on an asteroid. ★★

MERCS
US Gold £24.99
AP2 Availability: My, aren't there a lot of games?
Fairly faithful conversion of the coin-op, good-looking and fast-moving but just another *Commando* clone. ★★★

METAL MASTERS
Infogrames £25.99
AP1 Availability: 6/10.
Limited, old-fashioned and repetitive robot beat-'em-up. ★★

METAL MUTANT
Silmarils £25.99
AP5 Availability: 5/10.
A simple concept (exploration, fighting and puzzle solving) which works well, and has a perfect difficulty curve. A middle-of-the-road game, which achieves what it sets out to do, but doesn't really astound. ★★★

METROPOLIS
Mastertronic £19.99
BAP Availability: 5/10.
Hideous-looking arcade adventure with the usual bizarre plot concerning lost master tapes and gloomy cities. It's sort of intriguing for a little bit but not really for very long. In the end, in fact, it all gets a bit tedious. ★

MIAMI CHASE
Code Masters £7.99
AP2 Availability: 7/10.
Drive around city streets (viewed from overhead) and take out the bad guys by shooting and ramming them off the road. A mad fun classic that succeeds because of simplicity and sheer professionalism. ★★★★

MICROPROSE GOLF
MicroProse £34.99
AP 11 Availability: Drive a round to find it. Arf.
Looks wonderful, and just about every conceivable variation of golf is covered. It can be a bit uninvolving, and the graphical 'fog' is unfortunate and disappointing. A great golf game which just fails to match up to the standard set by PGA Tour. ★★★★

MIDNIGHT RESISTANCE
The Hit Squad £7.99
AP14 Availability: 7/10.
Well-balanced gameplay with a smooth difficulty curve makes it stand out from a hundred similar coin-op conversions. Actually more playable than the arcade original. ★★★★

MIDWINTER
Rainbird £24.99
BAP Availability: Try getting it second hand.
As vast as something that is very vast indeed, with loads of strategy bits, and some very nice 3D indeed. *Lords Of Midnight* comes up to date, but loses a lot of its style. ★★★

MIG-29
Domark £29.99
BAP Availability: 6/10.
Only five missions, with little in the way of excitement. Brave, but ultimately too techie and lacking in action for most Amiga owners. ★★★

MIG-29M SUPER FULCRUM
Domark £39.99
AP7 Availability: 7/10.
For the serious minded flight sim fans, *MiG29M* offers a superior trip, which manages to avoided cloning its predecessor, although it's way short of its competitors in areas such as ground detail and action. Also on *Head To Head* compilation. ★★★

MIG-29 SOVIET FIGHTER
Code Masters £7.99 (on *Quattro Fighters* compilation)
AP11 Availability: 7/10.
Afterburner clone, which is to say that you're piloting a plane which flies into the screen and shoots at lots of other planes and stuff. ★★★

MINDBENDER
GBH £7.99
AP11 Availability: 6/10.
Like *Deflektor*, you control a beam of light which emanates from a fixed point on screen and is reflected around by mirrors, which you can rotate in place to alter the beam's path. Good fun, but doubtful whether it'll sustain your interest. ★★★

MOEBIUS
MicroProse £24.99
BAP Availability: 4/10.
An Oriental RPG that nearly makes it. Not too bad, really. ★★★

MONKEY ISLAND 2
US Gold £37.99

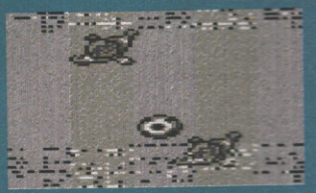
AP15 Availability: Still hanging around.
A worthy sequel – and to be a worthy sequel to the excellent *Monkey Island* takes some doing. Despite a few flaws, it's essential if you enjoyed the first game, with enough in the way of improvements and changes to keep you entertained. ★★★★★

MONOPOLY
Leisure Genius £19.99
AP3 Availability: 3/10.
A faithful version of the classic (to say the least) board-game, but who the hell wants to play a board-game on their computer anyway? Competently done, but arguably pointless. ★★

MONSTER BUSINESS
Eclipse £19.99
AP6 Availability: 6/10.
Tons of character and classically simple *Dig Dug*-meets-*Snow Bros* gameplay make this endless fun for nostalgic arcade fans.
★★★★

THE BEFORE THEY GOT FAMOUS AWARD

MICROPROSE SOCCER
MicroProse £24.95
BAP Availability: Still in the back of some nets.
Average overhead-view football game with the added bonus of being able to play indoor six-a-side, US style. Alright, but not in the same league as *Sensible Soccer*. ★★



MIGHT AND MAGIC III
New World Computing £35.99
AP16 Availability: 6/10.
If you've always thought you might like to get into FRPGs then this is as good a place to start as any. The sound and animation aren't up to much but they never are. ★★★★

MIGHTY BOMB JACK
Elite £24.99
BAP Availability: 3/10.
Sprawling levels lose the original's frantic urgency. A disaster. ★

MILLE MIGLIA
Silmulmondo £25.99
AP15 Availability: 3/10.
A slow, mellow, vintage car-style driving game dressed up in authenticity and nostalgia. ★★

MONTY PYTHON'S FLYING CIRCUS
Virgin Mastertronic £9.99
BAP Availability: 4/10.
Some genuinely funny humour, captures the style of the TV show without just rehashing it. The slightly *Mario*-ish gameplay makes it still fun after you've seen all the jokes. ★★★

MOONBASE
Mindscape £35.99
AP4 Availability: 5/10.
Entertaining and addictive game in the best *Sim City* tradition, but fairly short-term entertainment. ★★★

MOONMIST
Mastertronic £9.99
BAP Availability: 7/10.
Up to Infocom's usual (but text only) standards. Also on *Lost Treasures* compilation. ★★★

MOONSHINE RACERS
Millennium £24.99
AP1 Availability: Poor.
Slow, graphically horrible and totally derivative. Almost as bad as Amiga *Chase HQ*, and you've got to admit that's pretty damn bad. ★

MOONSTONE
Mindscape £30.99
AP9 Availability: 7/10.
Atmospheric visuals and sound effects create a spooky game world in which there's not enough of anything. Awkward disk accessing breaks the flow of the game too. . ★★★

MOONWALKER
Kixx £7.99
BAP Availability: More prominent than Michael's nose.
Abysmal graphics, monumentally tedious gameplay, generally crap everything. ★

MORTVILLE MANOR
Kyilkhor Creation/Lankhor £24.95
BAP Availability: 2/10.
Adventure game with loads of crazy French accents. It's getting on a bit, to tell the truth.★★★

MOTORHEAD
Virgin £15.99
AP21 Availability: 7/10.
Loads of hacking and slashing as you rock, roll and belch your way around the music biz. It's a horizontally scrolling beat-'em-up, and it's not particularly original, but it's professional and fun. ★★★

MOUSETRAP
Prism £2.99
AP3 Availability: 7/10.
A fun little platform game very much in the tradition of *Manic Miner*, it's simple to play but tough to beat. Technically useless but challenging and fun all the same. ★★★

MR DO RUN RUN
Electrocoin £14.99
BAP Availability: 0/10.
Totally addictive conversion of an arcade toughie from way back. Old-fashioned gameplay from the days when you couldn't bury crap underneath a load of pretty graphics and hype. ★★★

MR HELI
Firebird £24.99
BAP Availability: 5/10.
Multi-directional scrolling shoot-'em-up converted from the Irem arcade game This is not in the same league as Irem's *R-Type* though, (partly due to not being a very good conversion) and will have you bored sooner rather than later. ★★

MUDS
Rainbow Arts £24.99
BAP Availability: 2/10.
Do we really need another rugby/basketball/ violence-based future sport? Giving everything silly names doesn't make this game different to the dozen others it's just the same as. ★★

THE MUNSTERS
Again Again £19.95
BAP Availability: You must be kidding.
3D moving sprites as well as platform backdrops lovingly adapted and coloured from the original TV series. Not much of a game, though.
★★

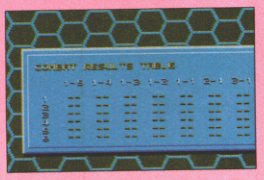
MURDER
US Gold £24.99
BAP Availability: 3/10.
Highly atmospheric black-and-white look, but repetitive. If you've got plenty of patience, it's an absorbing brain-teaser. ★★★

MYSTICAL
Action Sixteen £9.99
AP11 Availability: 5/10.
Uninspired *Gauntlet* clone. Next! ★★

MYTH
System 3 £25.99
AP15 Availability: 7/10.
System 3 get an 'A' for effort. Myth is a well-researched and, by and large, lively project with high-spots of gloss and variety. Unfortunately it lacks real depth or playability, and some of the puzzle logic is crazy. ★★★

'NAM
Domark £24.95
AP1 Availability: 4/10.
Heavily researched, convincing and (dirty word alert!) educational strategic war game. Political as well as tactical decision making gives a new dimension to war games. ★★★

NAPOLEON 1
Internecine £29.99



AP 11 Availability: Small.
Historically accurate and all that kind of stuff – Boney fanatics will love it but everyone else will be left completely cold. There's no attempt made to make the game accessible, it's purely for those who already know they're going to buy it. ★★

NARC
The Hit Squad £7.99
AP18 Availability: 8/10.
Great blood-spattering action, but not much else. Very dodgy on the playability front (not to say morally). Limited, and a poor conversion. ★★

NARCO POLICE
GBH £7.99
AP17 Availability: 7/10.
Computer takes a 'creative' attitude towards obeying control commands. Loud and action-packed *Xybots*-y blaster for expert commandos. ★★

NAVY MOVES
The Hit Squad £7.99
AP17 Availability: 6/10.
Irritatingly difficult *Moon Patrol*-type auto-scrolling sea-minefield kind of scenario, followed by a shabby platform/puzzle game section. The rewards aren't worth the effort. ★

NAVY SEALS
Ocean £25.39
AP4 Availability: 6/10.
Quite good fun in a mindless arcade platform runaround sort of way. Technically unimpressive (to say the least), and there's very little to it. ★★

NEBULUS 2 – POGO A-GO-GO
21st Century Entertainment £25.99
AP5 Availability: 6/10.
The winning formula of the original is at the core of the game, but the addition of power-ups ruins the

FOR AMIGA POWER TURN TO PAGE 32

beautiful simplicity which made the first such a classic. ★★★

NECRONOM
Linel £25.99
AP9 Availability: 5/10.
Behind all the technical boasting lies a groovy little *R-Type*-ish blaster that's impossible without autofire. ★★★★

NETHERWORLD
Hewson £19.95
BAP Availability: 2/10.
Conversion of eight-bit blaster that really shifts in the firepower department despite a fairly standard scenario. ★★★

NEUROMANCER
Electronic Arts £24.99
BAP Availability: 3/10.
None of the atmosphere of the book. Another patchy American stodge. ★★

THE NEVERENDING STORY II
Linel £25.99

AP10 Availability: 4/10.
There're several sub-games for your money, and the licence is ideal subject material. Unfortunately this is a really dire attempt. Avoid. ★★

NEW YORK WARRIORS
Virgin £19.99
BAP Availability: 4/10.
Yet another *Ikari Warriors* rip. You can buy much better, cheaper. ★

THE NEW ZEALAND STORY
The Hit Squad £7.99
BAP Availability: 7/10.
One of the most challenging and addictive arcade games you're ever likely to play. A must buy. Also available as part of the *Rainbow Collection*. ★★★★★

NICK FALDO'S GOLF
Grandslam £34.99
AP22 Availability: 9/10.
Fast, pretty and enormously satisfying to play, this is the best golf game for your Amiga, with only *PGA Tour Golf* to challenge it. There's a very accurate golf feel to it which will please fans of the game but not deter others – you'll love it.
★★★★★

NICKY BOOM
Microids £25.99
AP21 Availability: 7/10.
A standard scrolling platform game with nothing new to add. Almost suitable for younger players, but the big monsters are too hard, and hardened gamers will be bored. ★★

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Gremlin £29.99
AP 21 Availability:Tache-tastic.
It's a racing game, and no better or worse than many others on the market today. Not as good as *Vroom* by a long chalk. ★★★

NIGHTBREED
The Hit Squad £7.99
AP17 Availability: 6/10.
A walking-around-killing-things game of massively average qualities. Nothing to particularly recommend it. ★★

NIGHTBREED: THE INTERACTIVE MOVIE
Ocean £24.99
BAP Availability: 3/10.
Really horrible adventure-ish thing with tons of disk swapping that isn't nearly worth the effort for the superficial game. ★

NIGHT SHIFT
Lucasfilm £24.99
BAP Availability: Getting a bit harder to spot these days.
Graphically innovative and full of character arcade puzzle game. A few instructions would work wonders, but the game's overwhelming charm pulls it through. ★★★

NINE LIVES
ARC £24.99
BAP Availability: 2/10.
Cute and inventive platform fun, but tougher than Mike Tyson in a suit of armour. With a bazooka. ★★★

NINJA COLLECTION
Ocean £19.99
AP1 COMP Availability: 6/10.
Bad Dudes Vs Dragonninja, Double Dragon, Shadow Warriors. ★

NINJA REMIX
System 3 £24.99
BAP Availability: 3/10.
Closer to what *Last Ninja 2* should have been. Extremely high-quality graphics hiding a near-terminal lack of gameplay. Also available as part of the *Premier Collection*. ★★

NINJA SPIRIT
Activision £24.99
BAP Availability: 2/10.
Fast and violent arcade conversion with no imagination or sparkle. Awful disk accessing problems. Crap. ★

NINJA WARRIORS
Virgin £19.99
BAP Availability: 6/10.
Novel 'Cinemascope'-esque screen layout and the dynamic loading system is a boon but doesn't get rid of irritating swapping. Extremely repetitive action palls quickly, and the gameplay is too limited to hold the attention for any length of time. ★★

NITRO
Psygnosis £24.99
BAP Availability: 6/10.
Groovy graphics, smooth scrolling, excellent car-handling in this *Hot Rod* clone. A practically infinite-credit system means the game has little sense of urgency, and you have to guess the course on later levels. Fun in one player mode too. ★★★

NODDY'S PLAYTIME
Jumping Bean Company £24.99
AP 21 Availability: Nice.
A children's game which parents will enjoy too, it's easy to play and gives lots of learning opportunities. Lots of disk swapping makes it hard for kids to play on their own, but it's professionally done. ★★★

NO GREATER GLORY
US Gold £34.99
BAP Availability: 4/10.
No greater wargame – not. Try *The Perfect General* instead. ★★

NORTH AND SOUTH
Action Sixteen £7.99
AP2 Availability: Not bad, even after all this time.
Hilarious French slant on the simplest sort of strategy game. It really is a joy to play. Very odd and (in the two player mode) unmissable. ★★★★

NO SECOND PRIZE
Thalion £25.99
AP19 Availability: 9/10.
Red Zone the way it should have been done – this is a corking motorbike racer with superfast and supersmooth vector graphics, and a great biking feel to boot. Very nice. ★★★★

NUCLEAR WAR
US Gold £19.99
BAP Availability: 2/10.
Interesting cross between *Risk* and *Dictator* that's in dubious taste. Very limited game, not really saved by the humour. ★

OBITUS
Psygnosis £34.99
AP 11 Availability: Who cares, eh?
Just a dull, boring *Dungeon Master* rip-off. And it's over-priced. ★

OBLITERATOR
Psygnosis £24.95
BAP Availability: 6/10.
An infuriating icon-driven arcade adventure with appalling collision detection that'll drive you potty. ★

OH NO! MORE LEMMINGS!
Psygnosis £25.99
(or £19.99 as an add-on for the original)
AP9 Availability: 7/10.
The same classic game it always was, but where's the imagination that gave Lemmings its character in the first place? A missed opportunity, but still a brilliant game. Also available in the *Lemmings Double Pack*. ★★★★

OGRE
Origin Systems £24.95
BAP Availability: 1/10.
A rather bizarre computerised wargame that looks significantly less interesting than a real dice and models wargame. ★★

OIL IMPERIUM
Reline £24.99
BAP Availability: 4/10.
A one-to-four player game based on the glamorous life of an oil company tycoon. Short term fun only. ★★

OMEGA
Mindscape £29.99
BAP Availability: 3/10.
This is one for puzzlers and problem solvers. It's your job to design and test neural cybertanks, which you then put into action. Compulsive, although let down by the presentation.
★★★

ONSLAUGHT
Hewson £24.99
BAP Availability: 4/10.
Lovely sound and music, lots of depth. Very confusing graphics and gameplay, and the main sequences are technically below the level of your average budget game. ★★

OOOPS UP
Demonware £24.95
BAP Availability: 5/10.
Arcade fun in the *Pang*, er, 'tradition' that's colossally inferior to the real thing.The excellent sampled music isn't enough to save this bare-faced rip-off. ★★

OPERATION COM-BAT
Merit Software £25.99
AP16 Availability: Not widely available.
It's a wargame and it's not very good. Okay? ★

OPERATION NEPTUNE
Infogrames £24.95
BAP Availability: 2/10.
Sub-aquatic seek-and-destroy shoot-'em-up involving four distinct missions. Not enough to engross you time after time. ★★

OPERATION STEALTH
Delphine £24.99
BAP Availability: 6/10.
More of a James Bond feel than any official James Bond game. Not too much disk faffing about either (which makes a change). Reasonably friendly to operate and an immense challenge.
★★★★

OPERATION THUNDERBOLT
Ocean £24.99
BAP Availability: 6/10.
Utterly mindless genocidal slaughterfest; perhaps the best *Op Wolf* style game to date. Everything you could expect a conversion of *Operation Thunderbolt* to be.
★★★

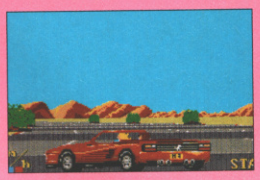
OPERATION WOLF
The Hit Squad £7.99
AP1 Availability: 7/10.
Conversion of the classic arcade shooting gallery game which basically involves shooting just about everything in sight. Sufficiently similar to the coin-op to do it justice. ★★

ORIENTAL GAMES
MicroStyle £24.99
BAP Availability: 3/10.
Joystick editor makes fighting user-friendly, but so out-of-date it is/isn't (delete according to current trends) wearing flares. Also available as part of *Magnum: The Compilation*. ★★

ORK
Psygnosis £25.99
AP12 Availability: 7/10.
This isn't a more complicated and less zappy version of *The Killing Game Show* at all – not! Also available with the *Mega Mix* compilation. ★★

OUTLANDS
Pandora £19.95
BAP Availability: 2/10.
Vertically scrolling shoot-'em-up with brilliant scrolling backdrops and additional bolt on weaponry. Still pretty standard stuff though. ★★

OUTRUN
Kixx £9.99



BAP Availability: 4/10.
A dog of a conversion. ★

OUTRUN EUROPA
US Gold £24.95
AP7 Availability: 5/10.
A vast improvement on earlier *OutRun* games, the use of different vehicles adding spice. The driving feel isn't as good as it might have been, though, and the levels aren't sufficiently different. ★★★

OVERLANDER
Elite £19.99
BAP Availability: You'll be lucky to see one of these. Ah, we remember the days. When I was a lad. Etc.
Better than the official *Road Blasters* conversion, but way too easy. ★★

PACIFIC ISLANDS
Empire £29.99
AP13 Availability: 8/10.
Brilliantly exciting and tense tank sim that improves over its predecessor *Team Yankee* by a factor of four. A little complex for the arcade junkie, but fab all the same. ★★★★★

PALADIN II
Impressions £29.99
AP19 Availability: 6/10.
A strategy/RPG that's reasonably playable, but when you get into it you discover it's got no real substance whatsoever. Still, the construction kit extends the life a little bit. ★★

PANDORA
Firebird £19.95
BAP Availability: 1/10.
A game that features the alien from John Carpenter's *Dark Star* can't be all that bad can it? Not really, but apart from that and the amusing cartoon-cloud fight sequences, there's not much hook appeal to this arcade adventure. ★★

PANG
The Hit Squad £7.99
AP17 Availability: 8/10.
A perfect arcade conversion; novel two player mode and heaps of addictiveness make it the last word in cute games. ★★★★★

PANZER BATTLES
Strategic Studies Group £25.99
AP12 Availability: 3/10.
Quite a bright and colourful wargame, but the icon system is terrible. ★★

PAPERBOY
Elite £19.99
BAP Availability: 1/10.
This one's only fairly crap, unlike *Paperboy 2*. ★

PAPERBOY 2
Mindscape £25.99
AP17 Availability: It's still doing the rounds.
If you want to be a paperboy, get a job delivering papers. ★

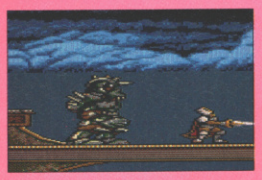
PARADROID 90
Hewson £24.99
BAP Availability: Rare – buy one if you get the chance.

THE STANDS THE TEST OF TIME AWARD

NEBULUS
Hewson £19.99
BAP Availability: 5/10.
Truly innovative gameplay and graphics which wouldn't look out of place in an arcade. The climb up/fall down routine makes it almost too addictive for safety. Classically simple design makes for a game that won't let go once it gets its hooks into you (which will be about two minutes after you pick it up). ★★★★★

Nothing compares to *Paradroid*. A seven year old game idea, and it still wipes the floor with most of the competition. ★★★★

PEGASUS
Gremlin £25.99



AP8 Availability: 6/10.
Two different genres for your money – *Rastan*-type slasher and *R-Type*-ish shoot-'em-up. Neither game style is very well executed, making it unexciting and generally lacking in character. ★★★

THE PERFECT GENERAL
Ubi Soft £34.99
AP16 Availability: 6/10.
Just when you thought it was safe to generalise about war games being dull, Ubi Soft manage to come up with one that's fun to play. Pitched about right for experienced players and beginners alike, we're convinced that *Perfect General* is a major contribution to something or other. ★★★

PETER BEARDSLEY'S FOOTBALL
Grandslam £19.99 (on Grandslam Collection)
BAP Availability: 7/10.
Another appalling football game, this time with a sideways view. ★

PGA TOUR GOLF
Electronic Arts £24.99
AP1 Availability: 6/10.
Excellently presented, comprehensive, and easy as pie to get into, but there's a limited amount of scope to any golf game. Also available in the *Sports Masters* compilation. ★★★★★

PGA TOUR GOLF COURSE DISK
Electronic Arts £14.99
AP11 Availability: 6/10.
Three new courses for one of the best golf games ever. If you like the game, then it's a must otherwise you're wasting your money. ★★★

PHANTASM
Prism £2.99
BAP Availability: 6/10.
Nothing to do with the movie of the same name. We're not sure if that's a good or bad thing. ★★

PHOBIA
Image Works £24.99
BAP Availability: Dead and buried.
Run-of-the-mill horizontally scrolling shoot-'em-up. ★★

PHOTON STORM
ARC £24.99
BAP Availability: 5/10.
Incredibly frantic blasting experience, but not really one to buy if you want to show off your shiny new Amiga's snazzy graphics. Inspired by but not as good as, Williams' awesome *Sinistar*. ★★★★

PICK'N'PILE
Ubi Soft £19.99
BAP Availability: 5/10.
Fascinating mix of *Puzznic* and *Boulder Dash*, but there's not enough variation to sustain it for long. ★★

PINBALL DREAMS
21st Century Entertainment £25.99
AP12 Availability: 5/10.
'But it's only a pinball game'. Yeah, and a Ferrari F40's only a car, but what the hell's that got to do with anything? Gorgeous. ★★★★

PINBALL WIZARD
Anco £19.95
BAP Availability: 2/10.
The only reason to play this one is to see how impressive modern pinball games have become. Well, that's a bit mean, but this looks so left-behind by *Dreams* and *Fantasies*, you won't believe it. ★★

PINK PANTHER
Gremlin £19.99
BAP Availability: 3/10.
A rather tedious arcade adventure starring everyone's favourite big cat (well, some people prefer Clarence the Lion but there's never been a Daktari computer game). Doesn't use the Amiga's graphics or sound potential at all well. ★★

PIPE MANIA
Empire £9.99
AP22 Availability: 5/10
Very original, slightly abstract, and deceptively fast-moving for a puzzle game, it either hooks you from minute one, or goes completely over your head. Also available on the *Award Winners* compilation. ★★★

PIRACY
ICE £29.99
AP23 Availability: 7/10.
Trading game with crap beat-'em-up sections and pseudo-3D maze bits. Rudimentary graphics, not a lot of depth, and generally nothing you'd really want to spend any amount of time playing.★

PIRATES
MicroProse £24.95
BAP Availability: 4/10.
More addictive than this kind of game usually is. Needs more depth. ★★

PIT-FIGHTER
Domark £24.99
AP7 Availability: 5/10.
The 3D effect and digitised sprites aren't entirely convincing, and gameplay is very shallow, resulting in a close-ish conversion of a pretty thin arcade game. Also available on the *Super Fighters* compilation. ★

THE PLAGUE
Software Business £19.99
BAP Availability: Bleak.
Lovely pictures with crap sound and frustrating gameplay. Not quite extremely awful, but getting there. ★

PLANETFALL
Mastertronic £9.99
BAP Availability: 7/10.
One of Infocom's earlier sci-fi adventures. Great. Also on the *Lost Treasures* compilation. ★★★★

PLAN NINE FROM OUTER SPACE
Gremlin £34.99
AP18 Availability: 7/10.
Reasonably entertaining idea for a game, but the gameplay is disjointed, the music and sound effects are abysmal and it's too short. ★

PLATOON
Hit Squad £7.99
Availability: 6/10.
Subtitled 'The Lost Patrol', it's not as bad as you'd expect. ★★

PLAYER MANAGER
Anco £19.95
BAP Availability: 5/10.
Excellent mix of football playing and management, but bugged to hell. It's got all the faults of *Kick Off* and some more besides. When it works, quite good. ★★

PLOTTING
Ocean £24.99
BAP Availability: 7/10.
A puzzler with cute graphics that gets samey after a while. A charming little game, but eventually dull. ★★★

POLICE QUEST 2
Sierra £34.95
BAP Availability: 5/10.
It's such a realistic sim that half the game is form-filling. Too much like a tedious day at the office. ★★

POOL
Virgin £25.99
AP19 Availability: 9/10.
The follow up to *Snooker* but with an improved control system and game engine. It's not all that different, but pool fans are bound to love it. It probably isn't worth buying if you already have Snooker, but if you haven't then get this instead. ★★★★

POOLS OF DARKNESS
US Gold £30.99
AP14 Availability: 5/10.
A next to useless bog standard RPG. Could put newcomers off for life. ★

POOLS OF RADIANCE
US Gold £30.99
AP14 Availability:6/10.
Go for *Eye Of The Beholder 2*, you know it makes sense. ★

POPEYE 2
Alternative £7.99
AP17 Availability: 7/10.
A character-packed rehash of *Donkey Kong* that's taxing enough to give you hours of fun before the repetitiveness gets to you. ★★★

POPULOUS
Electronic Arts £24.99
BAP Availability: 7/10.
Totally unique gameplay and smooth 3D isometric graphics add up to a game with depth and sparkle. An essential for all open-minded Amiga owners. Also available on the *Award Winners, Strategy Masters* and *Fantastic Worlds* collections.★★★★★

POPULOUS WORLD EDITOR
Electronic Arts £14.99
AP10 Availability: 5/10.
The ability to customise the classic *Populous* game – as far as editors go, this one does the job well enough. ★★★

POPULOUS II
Electronic Arts £29.99
AP8 Availability: 8/10.
An absolutely wonderful game, the only flaw in which is the similarity to its predecessor. If you didn't buy *Populous*, though, don't ven think about missing this. ★★★★★

POPULOUS II: THE CHALLENGE GAMES
Electronic Arts £14.99
AP 21 Availability: 7/10.
Even at £15 this is too much to spend on what is basically an extras disk to the original game. 500 new worlds and 42 challenge games, but there's little that you couldn't do yourself with the custom game option. ★★

THE GURT LUSH MINT JAM AWARD

PINBALL FANTASIES
21st Century Entertainment £29.99
AP19 Availability: 5/10.
More brilliant pinballing action in the follow-up to the legendary *Pinball Dreams*, but it's a little less consistent than its predecessor and, scandalously, £5 more expensive. Still, the best table is astoundingly good, and practically worth the cash by itself. Pretty damn fab all round, but there's still enough room for improvement for someone to write the absolutely definitive Amiga pinball game. ★★★★★

POW
US Action £29.95
BAP Availability: 2/10.
One of the better *Op Wolf* games around, where South American recruits die in their thousands for your interest and enjoyment. ★★★

THE POWER
Demonware £7.99
AP23 Availability: Powerfully good.
Heaps of levels and a screen designer keep lasting appeal up, and the music is excellent. It's a touch derivative though, and lacks that indefinable something that makes a puzzle game great. ★★★

POWER DRIFT
Hit Squad £7.99
AP9 Availability: 7/10.
Has all the tracks, characters, and secret features of the arcade original, but the graphics can get very confusing, and the gameplay isn't really up to much. ★★

POWERDROME
Electronic Arts £14.99
BAP Availability: 3/10.
Fun and occasionally breathtaking 3D hover-race game, complete with pit stops and craft looking a bit like Cylon fighters. ★★★

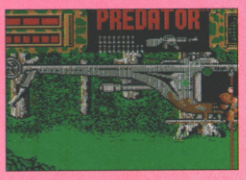
POWERMONGER
Electronic Arts £29.99
BAP Availability: 7/10.
The brave new face of wargames which looks suspiciously like *Populous*. Despite these similarities, *Powermonger* really is an excellent game in its own right. ★★★

POWERMONGER: WW1 EDITION
Electronic Arts £14.99
AP12 Availability: 6/10.
Gives the original game a shot of much-needed character, but beyond that it doesn't really add anything to the original. ★★

POWERPLAY
Arcana £19.95
BAP Availability: 3/10.
Novel approach to the pub quiz genre, with Greek gods wandering around a board taking each other as and when you answer correctly. ★★

PP HAMMER AND HIS PNEUMATIC WEAPON
Demonware £25.53
AP3 Availability: 7/10.
Nicely old-fashioned platform action. Plenty of scope for double entendres too, but annoying niggles and a tendency towards over-complication spoil it a bit. Good, but it could easily have been a lot better. ★★★

PREDATOR
Hit Squad £7.99



AP3 Availability: 7/10
A straightforward horizontally scrolling shoot 'em up, distinguished only by some wonderfully atmospheric sound. Sadly lacking in gameplay. ★

PREDATOR 2
Image Works £25.99
AP2 Availability: 4/10.
Dull film tie-in that's not very filmy, but suspiciously like *Operation Wolf*. Not varied enough to be interesting. ★★

A PREHISTORIC TALE
Thalion £24.99
BAP Availability: 3/10.
80 levels of rather tedious egg collecting in this basic platform and ladders game. ★

PREHISTORIK
Titus £25.53
AP3 Availability: 4/10.
Similar, but suffers in comparison, to *Toki* and *Chuck Rock*. Instantly likeable game, but it's not really an essential purchase. ★★★

PREMIERE
Core Design £30.99
AP17 Availability: 8/10.
At last, a cartoony action game that's fun to play. It's a little bit basic, gameplay-wise, and the six levels are pretty similar, but it does manage to capture something of the excitement of movie studios. ★★★★

PREMIER COLLECTION
System 3 £24.99
AP4 COMP Availability: 5/10.
Ninja Remix, IK+, Flimbo's Quest, Tusker. ★★★

PREMIER MANAGER
Gremlin £25.99
AP22 Availability: Footy-tastic.
Excellent football management game from Gremlin that's not too complex and is enormously satisfying. Start as the manager of a Conference team and work your way up to the giddy heights of a Premier League club. And all without the threat of a nervous breakdown in the process. ★★★★

PRINCE OF PERSIA
The Hit Squad £7.99
AP21 Availability: 7/10.
Phenomenal animation, loads of atmosphere and some good old-fashioned gameplay. Control is initially tricky, and getting sent to the start of a level every time you die is always annoying. Technically stunning and great fun at the same time. ★★★★

FOR AMIGA POWER TURN TO PAGE 32

ABSOLUTE POWER

PROFLIGHT
Hi Soft £39.95
AP4 Availability: 4/10.
Terrifyingly accurate – possibly the most accurate flight simulator ever. Miles too realistic to be any fun to play. Still, it's less expensive than a real flying lesson. ★★

PROJECTYLE
Electronic Arts £9.99
AP3 Availability: 6/10.
Incredibly fast action, lots of depth if you want it and terrifyingly competitive in multi-player mode. ★★★

PROJECT X
Team 17 £25.99

AP13 Availability: 7/10.
We thought this was going to be a contender for best shoot-'em-up ever, but we were wrong. Slick and brash and arcadey, but also dramatically under-playtested. ★★★

PROSPECTOR IN THE MAZES OF XOR
Prism £2.99
AP7 Availability: 7/10.
Boulder Dash style maze puzzler. ★★

PROPHECY
Mirage £25.99
AP17 Availability: It WILL be in your local shop.
Very, very like *Super Wonder Boy* only not as good. ★

PROTECTOR
Prism £2.99
AP3 Availability: 7/10.
This has to be the worst *Defender* clone of all time. ★

PRO TENNIS TOUR
The Hit Squad £7.99
AP17 Availability: 6/10.
If only you got to hit the ball more, then this would be excellent. As it is, you'd need a lifetime of practice to sort out the control system. Available in the *Grandstand Collection.*
★★★

PRO TENNIS TOUR 2
Ubi Soft £24.99
BAP Availability: 6/10.
Possibly the most realistic sports sim to grace the Amiga, with features galore, so if you hate the real thing, you won't go for this. ★★★★

PSYBORG
Loriciel £25.99
AP14 Availability: Try picking it up cheap from your local.
Hyper-fast tunnel racer that's quite good fun when you get into it, but still miles too thin. ★★★

PUFFY'S SAGA
The Hit Squad £7.99
AP17 Availability:6/10.
Dated looking mazey-collect-and-shoot-'em-up that's fun to play in parts, but that's annoying and jerky at times. ★★

PURSUIT TO EARTH
Exocet £19.95
BAP Availability: 1/10.
Reminiscent of arcade classic *Gyruss*, but completely crap. ★

PUSHOVER
Ocean £25.99
AP14 Availability: 7/10.
Not-entirely-unpleasant little puzzler, but relies rather more on trial-and-error than actually stretching your mental faculties to any serious degree. The best domino-toppling game on the Amiga, though. ★★★

PUTTY
System 3 £25.99
AP18 Availability: 8/10.
One of the Amiga's most utterly silly moments yet. The loading can be a bit of a pain but everything else (especially the sound and *Uncle Ted*) is wonderful. System 3 have pulled out all the stops on this one to give you more laughs for your money than any other game around, even if it won't take you very long to finish it.
★★★★★

PUZZNIC
The Hit Squad £7.99
AP17 Availability: 8/10.
Classically simple and very addictive, not to mention original, but it's infuriatingly tough on later levels. Don't be put off by the useless graphics, this is a wonderful brain teaser. ★★★★

PYRAMAX
ARC £19.99
BAP Availability: 3/10.
The 'Generation Game' conveyor-belt screen is funny, but that's about it. Don't waste your time. ★

QUADRALION
Prism £2.99
BAP Availability: 6/10.
Strangely strange thing, originally from the same software house as the very odd *Xor.* ★★

QUATTRO FIGHTERS
Code Masters £7.99
AP 11 COMP Availability: Okay.
Mig 29 Soviet Fighter, Kamikaze, SAS Combat Simulator, Guardian Angel.
★★★

QUADREL
Loricel £24.99
AP1 Availability: 4/10.
Dull to play, this is one of the least appealing puzzlers ever. Buy some graph paper and coloured pens. ★

QUANTOX
Prism £2.99
AP3 Availability: 7/10.
Dead simple shoot 'em up with lots of little bonus games to halt the repetition. Original, fun, and thoroughly cheap. ★★★

QUEST FOR GLORY II – TRIAL BY FIRE
Sierra £40.85
AP2 Availability: 4/10.
Incompetently programmed, dreadfully-designed, staggeringly-overpriced trash. Avoid. ★

QUEST OF AGRAVAIN
Code Masters £7.99
AP16 Availability: 6/10.
Dull platform romp featuring a cute knight and lots of mediocre gameplay in this formula Codie game. ★

RACE DRIVIN'
Domark £25.99
AP13 Availability: 6/10.
A better effort than Domark's original *Hard Drivin'* conversion, but still uncomfortably prone to wildly over-sensitive control. Still, if you liked the arcade game you'll etc. ★★★

RAGNAROK
Mirage £34.99
AP23 Availability: 8/10.
Nice version of an ancient Norse boardgame, slickly presented and engrossing to play, but hampered by one of the price tag. ★★★

RAILROAD TYCOON
MicroProse £29.99
AP1 Availability: 5/10.
Very slow to get into (and very slow even when you do get into it). If you've got a lot of time to invest in it, well worth a look. *Sim City* is still the better of the two, though. ★★★★

RAINBOW COLLECTION
Addicted to Fun £19.99
AP6 COMP Availability: 8/10.
Rainbow Islands, Bubble Bobble, New Zealand Story. ★★★★★

RAINBOW ISLANDS
The Hit Squad £7.99
AP15 Availability: 9/10.
Incomparably playable, massively cute. If Winona Ryder was an Amiga game she'd be *Rainbow Islands.* Not actually a flawless conversion of the coin-op (no simultaneous two-player mode for example), but who cares? The best. Available in *Rainbow Collection.* ★★★★★

RALLY CROSS CHALLENGE
Anco £19.95
BAP Availability: 3/10.
Well-programmed *Super Sprint* clone that's great fun with multiple players. One of the best in the field. ★★

RAMBO III
Hit Squad £7.99
AP4 Availability: 6/10.
Worse than the movie, and that's saying something. ★

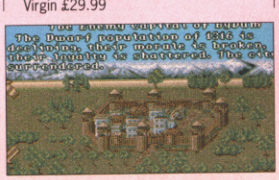
RAMPAGE
Activision £24.99
BAP Availability: Rare.
Converted from the arcade game where you and two pals get to trash cities and eat innocent people in your guises as huge, Godzilla-esque monsters. A good larf while it lasts, but very little fun for one player. ★★

RAMPART
Domark £25.99
AP 21 Availability: Building up.
Great fun in the two player mode, but spoiled by sluggish controls. It's overpriced for a conversion that isn't as good as either the original or other format versions. ★★

RANX
Ubi Soft £24.99
BAP Availability: 4/10.
Brilliantly presented but ultimately limited comic strip beat-'em-up. ★★

RBI TWO BASEBALL
Hit Squad £9.99
AP4 Availability: 8/10.
Excellent simulation of baseball, and beautifully presented to boot, though not all that hot on lasting appeal. Very good, but a bit limited, and not quite a classic. ★★★

REALMS
Virgin £29.99



AP9 Availability: 6/10.
An interesting and slickly presented variation on the *Kingdoms* theme. The great battle sequences really make the game but there tends to be just too much routine realm-keeping. Also available in the *Fantastic Worlds* compilation. ★★★★

RED BARON
Dynamix £34.99
AP12 Availability: 4/10.
On a few thousand quid's worth of PC kit this is a reasonably exciting WW1 flight sim. On the Amiga it's one of the crappiest bits of crappy old crap there's ever been. Only for those of you who find snails thrillingly fast. ★

RED HEAT
Hit Squad £7.99
AP6 Availability: 6/10.
Duff sub-games compete with terrible controls for the worst feature in this dismal film tie-in. As for good points, there aren't any, and the only reason it's got one star is because we can't give less. ★

RED STORM RISING
MicroProse £24.99
BAP Availability: 4/10.
Unbelievably realistic, the best of its kind, but with an almost total lack of moving graphics.
★★★

REVELATION
Krisalis £19.99
BAP Availability: Minimal.
Neat idea – a puzzle game based on safe cracking, but it's too complex to just pick up and play – bad news for a puzzler. Not bad, but could have been better presented. ★★

RICK DANGEROUS
Kixx £7.99
AP9 Availability: 7/10.
Repetitive and pretty darned tedious platform game, where death comes so quickly and unexpectedly that it's a total frustration thang. ★★

RICK DANGEROUS 2
MicroStyle £24.99
BAP Availability: 5/10.
Action packed, immensely playable and better paced than *Rick 1*, but really not all that dissimilar, and still packed with far too much in the way of unforeseeable danger. ★★★

RISE OF THE DRAGON
Sierra £34.99
AP7 Availability: 6/10.
Atmospheric Blade Runner-style first-person adventure which combines digitised photos and comic-book presentation, though you really need a hard drive, and its not the most complex adventure ever. Brave, different and involving. ★★★

THE BARGAIN-TASTIC AWARD

PLUTOS
Prism £2.99
AP3 Availability: 5/10.
In gameplay terms, this plays better than the legendary *Xenon 2*, being a vertically scrolling space blaster. Graphics are a bit duff though. ★★★

RED ZONE
Psygnosis £25.99
AP19 Availability: 6/10.
The control on the bike is abysmal which doesn't help when you're careering round a track at 140mph. The graphics are not as smooth as they could be and combined with the controls make this a definite miss.
★★

RENEGADE
Hit Squad £7.99
AP12 Availability: 5/10.
To call this a third rate *Double Dragon* would be slurring the name of third rate things everywhere. Avoid. ★

RENEGADE LEGION INTERCEPTOR
SSI/US Gold £24.99
AP 11 Availability: Poor.
Military hardware a-go-go gives it instant RPG appeal, but the strategy isn't deep enough, and the action sequences are way out of date. ★

RESOLUTION 101
GBH £7.99
BAP Availability: 5/10.
Extremely fast 3D *Battlezone*-ish shoot-'em-up, plenty to do with very basic graphics. Just a little bit too repetitive. ★★★

RETURN TO GENESIS
Firebird £19.95
BAP Availability: 2/10.
Aging horizontally scrolling shoot 'em up. Good if you want to relive your childhood. ★★

RISK
Leisure Genius £19.99
BAP Availability: 4/10.
Very good translation of the board game, with loads of options, varyingly talented computer players, and the Amiga doing all the tedious calculations. It's just not as much fun as the little plastic armies on a proper board. ★★★★

RISKY WOODS
Electronic Arts £25.99
AP15 Availability: 5/10.
Lacking variation and depth, *Risky Woods* does compensate with plenty of frenzied, and atmospheric platform action. On a par with *Leander*, it's a good buy for fans of the genre, but by no means a must. ★★★

ROAD RASH
Electronic Arts, £25.99
AP19 Availability: 8/10.
Brilliant conversion of the Mega Drive title, which unfortunately only serves to emphasise the thin-ness of the original game. Good fun, but very simplistic – you'd be a lot better off with *Crazy Cars 3.* ★★★

ROAD WARS
Melbourne House £9.99
BAP Availability: 1/10.
Essentially you travel along alien roads in a vehicle made from the bottom of a Subbuteo player and use your skill and lasers to try to keep the highways open. The control system is horrid, though, and the end result isn't all that appealing. ★

ROBIN HOOD
Millennium £25.99

AP1 Availability: Average.
Witty and cheerful, making you love it almost in spite of itself, but the tiny graphics can get irritating, and there are lots of silly little quirks. ★★★★

ROBIN HOOD: LEGEND QUEST
Code Masters £7.99
AP20 Availability: 9/10.
Gods-rip-off arcade adventure with Maid Marion, tunnels, blah, blah, etc. Honestly, what's the point? Available on *Super All Stars* compilation. ★

ROBIN SMITH'S INTERNATIONAL CRICKET
Challenge £25.99
AP5 Availability: 2/10.
Typically laughable graphics and lots of tables in this very average management game. Fine for the more forgiving cricket fan, but a waste of time for the rest of us. ★

ROBOCOD
Millennium £24.99
AP7 Availability: 7/10.
Wit, console-style graphics and gameplay hide behind a barrage of visual jokes, though it could have been a little 'tighter'. More popular than it really deserves. ★★★★

ROBOCOP
Hit Squad £7.99
AP13 Availability: 7/10.
RoboCop moves tediously from left to right and shoots everything in his path. More like half-man, half-duff game, and very little to do with the movie. ★

ROBOCOP 2
Ocean £7.99
AP22 Availability: 8/10.
Great graphics, generally excellent presentation, but let down by awkward controls and some infuriating gameplay traits. ★★

ROBOCOP 3
Ocean £25.99
AP10 Availability: 7/10.
Impressive and deservedly a great success. Some of the best 3D driving and shoot-'em-up action yet, but although it's large, there isn't as much here as a good number of 3D games. ★★★★

ROBOSPORT
Ocean £29.99
AP 21 Availability: Mediumly average.
Sophisticated strategy/action game of robo-warfare. Plenty of scope for tactics, weaponry and good old blasting, but the disjointed gameplay and dull graphics make it less impressive than the 'thinking man's blaster' it tries to be. ★★

ROBOZONE
Image Works £25.99
AP9 Availability: Low – thankfully.
Three totally different elements (*Killing Game Show* variant, *Dungeon Master* style sub-game, and *R-Type*-esque scroller) in one game none of which are done at all well. ★

ROCKFORD
Melbourne House £19.99
BAP Availability: Ask your granny.
A *Boulderdash*-sequel puzzler involving the pushing around of blocks and the gathering of treasures within a set time limit. Not really anything about which to get too excited, but a nice and slick example of the genre. ★★★

ROCKET RANGER
Mirror Image £9.99
AP1 Availability: 2/10.
Good graphics in a game rendered unplayable by excessive disk swapping. Finding a game in here can seem a bit tricky sometimes. ★★

ROGUE TROOPER
Krisalis £24.99
BAP Availability: 3/10.
Fairly entertaining arcade adventure with devious but logical puzzles and an excellent free collectors' comic. Unfortunately, you've only one life. A single mistake and you're all the way back to the start of the first level. (Aaarrgh!) ★★★

ROLLING RONNY
Virgin £25.99
AP7 Availability: 4/10.
Cute, console-style graphics and easy-to-grasp platform gameplay give Ronny instant appeal, beneath which lies not very much at all. ★★

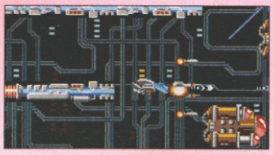
ROLLING THUNDER
US Gold £24.99
BAP Availability: 5/10.
A pretty decent coin-op conversion of a horizontally scrolling platform shoot-'em-up thing. It's okay for a quick blast now and again but it doesn't really have much in the way of long-term appeal. ★★★

ROME AD 92
Millennium £25.99
AP19 Availability: 8/10.
This *Robin Hood*-ish strategy adventure's quite fun at first as the story unfolds and your quests start. If only a little more were happening it would be a cracking little adventure. ★★★

RORKE'S DRIFT
Impressions £19.99
BAP Availability: 2/10.
Authentic table-top wargame sim, with no sound, few options, and irritating gameplay. ★

ROTOX
US Gold £24.99
BAP Availability: 2/10.
The Rotoscape graphics work very well. But the game itself doesn't. ★

R-TYPE
Activision £19.95



BAP Availability: 3/10.
Stunning game that they said couldn't get any better... until *R-Type 2* came out. ★★★★

R-TYPE 2
Activision £25.99
AP4 Availability: R-really quite good.
99 percent arcade-perfect, and a beautiful and addictive shoot-'em-up in its own right, but off-puttingly difficult, and a bit slow in places. ★★★★★

RUBICON
21st Century Entertainment £25.99
AP13 Availability: 4/10.
Bland horizontally-scrolling shoot-'em-up, too far behind the pack to be really worth buying at this price. Nice weapons, though. ★★

RUGBY COACH
D & H Games £24.99
AP10 Availability: 3/10.
It makes a change from football coach games, but it's not exactly drastically different from them. There's nothing fundamentally wrong with it, except that it's a management game. ★★

RUGBY – THE WORLD CUP
Domark £25.99
AP8 Availability: 6/10.
Fast, slick and frenetic *Kick Off*-inspired action, and brilliant as a two-player game. It sacrifices a lot of realism in the quest for flowing play, though, like penalties for a start. An excellent rendition of the sport which puts playability before authenticity to great effect. ★★★★

THE RUNNING MAN
Grandslam £19.99 (on *Grandslam Collection*)
BAP Availability: 7/10.
Crap. Next. ★

RUN THE GAUNTLET
Hit Squad £7.99
AP4 Availability: 6/10.
Shows its age in that the TV show that inspired it no longer exists. A multi-stage sports sim viewed from above, you'll have about as much fun playing it as an asthma sufferer with a didgeridoo. ★

SABRE TEAM
Krisalis £25.99
AP19 Availability: 7/10.
Suffers dreadfully from a lack of speed. The storyline is sound and everything about the game suggests that it could be a really good *Laser Squad*-y wargame thing. If only it wasn't for that damned slowness. ★★★

SAFARI GUNS
Infogrames £19.99
BAP Availability: 1/10.
Operation Wolf without the violence. Sound like a bad idea? It is. ★

SAINT AND GREAVSIE
Grandslam £19.99 (on *Grandslam Collection*)
BAP Availability: 7/10.
It's a quiz game. It's crap. ★

SAMURAI: THE WAY OF THE WARRIOR
Impressions £29.99
AP14 Availability: 6/10.
Good presentation, but when you get into the game proper it's just one more tacky and unfriendly wargame. One for ninjas everywhere. ★★

SARAKON
Virgin £19.99
AP5 Availability: 3/10.
Brilliant Shanghai-inspired gameplay make this a strategy classic, although slightly indistinct symbols can occasionally confuse matters. ★★★★

SAS COMBAT SIMULATOR
Code Masters £7.99
AP11 Availability: 7/10.
Passable *Ikari Warriors* clone, with a horizontally scrolling beat 'em up bit thrown in for good luck. Available on *Quattro Fighters* compilation. ★★

SO CUTE YOU'LL PUKE AWARD

RODLAND
Storm £25.99
AP1 Availability: 5/10.
A magnificent conversion that actually improves significantly on the original coin-op. Loveable and extremely addictive, you couldn't ask for a better platform arcade game. Too-cute-to-be-true graphics, wonderful presentation, a near-perfect arcade game in the traditional sense. ★★★★★

SATAN
Dinamic £19.99
BAP Availability: 1/10.
Spookily similar to *Black Tiger*. The game that put the 'age' in 'average'. ★★

SCOOBY-DOO AND SCRAPPY-DOO
Hi-Tec £7.99
AP8 Availability: 8/10.
All the best element of cutesy console platform classics come together to make this a joyful and magnificently entertaining game, and it's on budget too! Buy it, or spend the rest of your life crying. ★★★★★

SCRAMBLE SPIRITS
Grandslam £19.99
BAP Availability: 2/10.
Dismal conversion of a bog-standard vertically-scrolling shoot-'em-up. ★

SECONDS OUT
Prism £2.99
BAP Availability: 7/10.
Horrific boxing sim. Don't waste your three quid. ★

THE SECRET OF MONKEY ISLAND
US Gold £25.99
AP2 Availability: 8/10.
Pleasing puzzles and great dollops of – oh yes! – genuinely witty humour come together to form something very glorious. An all-time classic. ★★★★★

SECRET OF THE SILVER BLADES
US Gold £30.99
BAP Availability: 4/10.
More outdated RPGing, you should know which one to buy, by now. ★★

SECOND FRONT
US Gold £30.64
BAP Availability: 4/10.
Accurate, but rather tedious looking wargame. ★★

SENSIBLE SOCCER
Renegade £25.99

AP15 Availability: You can't avoid it.
An unbelievably playable, fabulously realistic, and amazingly atmospheric football game. The best two player game available on the Amiga and probably one of the top two Amiga games of all time. Do yourself a favour – buy it! ★★★★★

SENSIBLE SOCCER 92/93 SEASON
Renegade £25.99 stand alone/£3.95 upgrade
AP 21 Availability: It's everywhere.
The original was voted the best Amiga game ever by you readers, and this is even better. It's more realistic, there are red and yellow cards now, the goal keepers are better and the teams' skill levels have been tweaked, making the game tougher. ★★★★★

SEARCH FOR THE KING
Accolade £34.99
AP3 Availability: Pops up in Tescos occasionally.
Superb Elvis gags and attention to detail mean graphic adventure fans will take to it immediately though there's still a long way to go before it competes with the likes of *Monkey Island*. ★★★

SECONDS OUT
Prism £2.99
AP3 Availability: 7/10.
Standard boxing game where you're transparent and (hopefully) tougher than your opponent. Inoffensive, mindless, violent fun. ★★

THE SENTINEL
Firebird £19.95
BAP Availability: A rare gem.
Avant-garde strategy game converted from the popular 8-bit version. It's all too strange to describe here, but if you like thinking, and can find it, it's definitely worth getting. ★★★★

SEYMOUR GOES TO HOLLYWOOD
Code Masters £7.99
AP19 Availability: 6/10.
Seymour, like Dizzy, appears in numerous ho-hum platform puzzley games, and this is just another one. Also available on the *Cartoon Collection*. ★★

SHADOW DANCER
US Gold £25.99
AP2 Availability: 6/10.
A good conversion of a mediocre arcade game, sort of one Ninja and his dog, that's at best a bit of variation from your normal shuriken 'em up. ★★★

SHADOW OF THE BEAST
Sizzlers £9.99
AP13 Availability: 8/10.
Incredible graphics hide limited and dismal gameplay in this walk-about-and-kill-people game. ★★

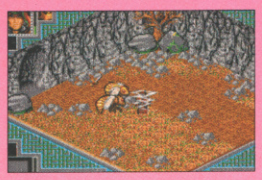
SHADOW OF THE BEAST II
Psygnosis £34.95
BAP Availability: Beastly.
Jaw-dropping graphics, and, er, um... that's it. Your first few games will be shorter than the accessing pauses between them. £34.95? Get out of here! ★★

FOR AMIGA POWER TURN TO PAGE 32

ABSOLUTE POWER

SHADOW OF THE BEAST III
Psygnosis £29.99
AP18 Availability: 7/10.
A sweet game to play but you're not getting enough for your 30 quid. More fun than the other two Beast games and there's no free T-shirt (that's a big plus, by the way). ★★★

SHADOW SORCERER
US Gold £27.99



AP8 Availability: 6/10.
Very different to the usual SSI orc-slashing fare with a disjointed plot and badly thought-out playing system that means it never really gets going. Neither as playable as *Hero Quest* or as hardcore as *Eye Of The Beholder*, *Shadow Sorceror* falls uncomfortably between two stools. ★★

SHADOW WARRIORS
Ocean £24.99
BAP Availability: 3/10.
Very tough and completely unrewarding. Available on the *Ninja Collection*. ★

SHADOWLANDS
Domark £29.99
AP11 Availability: 6/10.
Lovely 3D isometric dungeon romp, which uses its light and dark effects as an integral part of the gameplay. The pace is a tad sluggish at times. ★★★★

SHADOWORLDS
Krisalis £29.99
AP19 Availability: 8/10.
Space age sequel to *Shadowlands*, with a similar graphics system but even groovier gameplay. Still a bit slow, though. ★★★★

SHANGHAI
Activision £19.99
BAP Availability: Zilch.
Based on an ancient Chinese tile game, so you know it's going to torture your mind, and it does. Friendly presentation too, and the multi-player against-the-clock games are action-packed enough for the most frenzied blasting fan. ★★★★★

SHARKEY'S MOLL
Zeppelin £7.99
AP4 Availability: 5/10.
It's *Operation Wolf* set in an American 30's gangland setting, and although the gameplay's fine, the graphics are a bit unappealing. ★★

SHERMAN M4
Action 16 £9.99
BAP Availability: 7/10.
Interesting real-life scenarios, and less techie than some tank sims. Just a very limited version of *Battlezone*. ★★

SHINOBI
16 Blitz £7.99
AP7 Availability: 4/10.
Fun to play for all you armchair Ninjas, and a great, if graphically ugly, conversion from the arcade. An ideal buy for any *Shadow Dancer* fans. ★★★

SHOCKWAVE
Digital Magic £24.99
BAP Availability: A real rare bird.
Lightning fast arcade quality *Afterburner/Star Wars* graphics with tactical sections that kind of get in the way. ★★★

SHUFFLEPUCK CAFE
Respray £7.99
AP6 Availability: 6/10.
Computerised version of the air hockey games you see at the seaside. A simple, but perfectly formed game that's good for eons of play time, but no two-player mode is a bit of a downer. ★★★★

SHUTTLE
Virgin £30.00
AP19 Availability: 5/10.
It's taken two years to program, it's packed with detail, it's big and it's dull. It's no fun to play and the presentation is muddled. ★★

SIDEWINDER
Melbourne House £19.95
BAP Availability: 2/10.
Vertically scrolling blaster from the prehistoric times of the Amiga. Still pretty good though, with some sharp graphics and butch sound. ★★★★

SILENT SERVICE 2
MicroProse £34.99
AP1 Availability: 7/10.
Engrossing and accurate simulation that could well take over your life. If you're not into military strategy though, this has little chance of changing your mind. ★★★★

SILKWORM
Mastertronic £9.95
BAP Availability: 6/10.
R-Type but with helicopters. And not as good. ★★★

THE SIMPSONS
Ocean £24.99
AP5 Availability: 7/10.
A good licence AND a good game though it doesn't really rely on the Simpsons theme, and a bit too complicated for Bart's younger fans. Available in the *Dream Team* compilation. ★★★★

SIM ANT
Ocean £34.99
AP14 Availability: Simply fantastic
Some of the most appaling programming seen in a professional game in years ruins what could have been an interesting concept. Even if you've got a hard drive, forget it. ★

SIM CITY
Infogrames £24.99
BAP Availability: Middle of the road.
Amazing, seminal god sim, endlessly engrossing and completely absorbing. The word 'classic' could have been invented for *Sim City*. ★★★★★

SIM CITY ACCESSORIES
Action 16 £9.99 each
AP16 Availability: 6/10.
A terrain editor for *Sim City* that holds your attention for about a minute, and two new 'Architecture' disks that don't change the actual game at all but make it look a bit different. ★

SIMEARTH
Ocean £34.99
AP17 Availability: 7/10.
As a simulation of a living planet, it's spot on. The problem is that ecosystems are, by their very nature, slow, dull things and neither the presentation nor the interface do anything to make them more interesting. ★★

SIMULCRA
MicroStyle £24.99
BAP Availability: 5/10.
Mad, frantic, moronic 3D blast. A hyperactive classic. ★★★

SIRIUS 7
CRL £24.99
BAP Availability: 2/10.
No thought, no imagination, no game, no fun. Almost as action-packed as *Xenon 2*. In pause mode. ★

SKATE OR DIE
Electronic Arts £24.99
BAP Availability: 2/10.
Ski Or Die but without snow. ★

SKIDZ
GBH £7.99
BAP Availability: 7/10.
Farily horrific 'game' from Gremlin's dodgy period. ★

SKI OR DIE
Electronic Arts £24.99
AP1 Availability: 5/10.
Skate Or Die but with snow. Fun (for a while) with friends, but basically an old fashioned, patchy collection of unimpressive sub games. ★

SKULL AND CROSSBONES
Domark £24.99
AP1 Availability: 3/10.
It's all reasonably true to the coin-op, pity it was so crap then. You'd have more fun being keelhauled. ★

SKWEEK
Loriciel £19.99
BAP Availability: 4/10.
99 levels of puzzly, fun and very French game. ★★

SKYCHASE
Mirror Image £9.99
AP6 Availability: 6/10.
A two player, split screen, 3D dogfighting game that's good for about 20 minutes, and then feels a bit of a chore to play. ★

SLAYER
Prism £2.99
BAP Availability: 6/10.
You can't really go wrong for three quid. Can you? ★★

SLIDERS
Palace £25.99
AP5 Availability: 3/10.
Clean 3D isometric graphics, with loads of sporting and *Marble Madness* overtones thrown in for good measure with an overall result that's less enjoyable than it sounds. Buy yourself *Spindizzy Worlds* or *Speedball 2* instead. ★★

SLEEPING GODS LIE
Touchdown! £9.99
BAP Availability: Excellent.
Wander round a bit, solve a few puzzles and shoot things up in this empty, slightly sad adventure game. The first person, solid 3D graphics are unusual, but you really shouldn't waste your time. ★

SLEEPWALKER
Ocean, £25.99
AP23 Availability: Very good – what a relief.
Gorgeous *Lemmings*-meets-*Sonic* arcade puzzler, made all the better by being in aid of Comic Relief. Don't buy it for that, though – buy it 'cos it's a corking little game. ★★★★

SLIGHTLY MAGIC
Code Masters
AP16 Availability: 6/10.
Colourful graphics, Czechoslovakian-cartoon music and irritating logic problems in a dreary platform adventure. Slightly tragic more like. Available in the *Cartoon Collection*. ★

SLY SPY–SECRET AGENT
The Hit Squad £7.99
AP17 Availability: 5/10.
Wafer thin but superficially enjoyable Bond-esque romp. Probably one for younger players. ★★

SMASH TV
Hit Squad £9.99
AP22 Availability: Smashing.
At last – an Amiga version of the classic arcade game. A lifetime of gross-out ultraviolence awaits. A disappointing conversion, but still a fair game. ★★★

SOCCER PINBALL
Code Masters £7.99
AP18 Availability: 7/10.
It's okay for about a minute, and then you realise how tatty it is. If you want a pinball game, get *Pinball Dreams*. ★

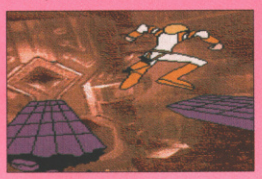
SOOTY AND SWEEP
Alternative £7.99
AP17 Availability: 6/10.
Yes really, it's true. Nice graphics in this tedious, tedious game. Even the youngest of readers would get more fun out of torturing ants with a magnifying glass. ★

SORCERER
Infocom/Mastertronic £9.99
AP6 Availability: 7/10.
For those of you who don't remember, all adventure games used to be like this one. A text only game, no stills, no graphics, and it's fun. Also on *Lost Treasures* compilation. ★★★★

SPACE 1889
Empire £30.99
AP9 Availability: 5/10.
Another fine game in the *MegaTraveller* mould, with a a wonderfully imaginative plot. It's a touch too complicated and getting started is a pain. ★★★

SPACE ACE
Empire £25.99 (on *Award Winners*)
AP14 Availability: 7/10.
Looks great, but plays infinitely worse than its sequel, which plays as well as a ruptured bagpipe. Available (but why would you want it?) on the *Award Winners* collection. ★

SPACE ACE II – BORF'S REVENGE
Empire £34.99



AP10 Availability: 6/10.
It looks pretty, and it's moderately entertaining for the first three minutes, and then you'll finish it inside three hours. Disjointed, ridiculously small, gameplay-free, stupendously priced, immensely frustrating trash. ★

SPACE CRUSADE
Gremlin £25.99
AP12 Availability: 7/10.
Excellent boardgame conversion which does away with all that faffing around with bits of plastic and dice, but doesn't lose any of the features of the original. Very classy. ★★★★

SPACE CRUSADE: THE VOYAGE BEYOND
Gremlin, £24.99 (stand alone) or £14.99 (data disk)
AP23 Availability: 6/10.
Loads more scenarios for *Space Crusade*, very well done without offering anything significantly new. It's a data disk, basically. ★★★

SPACE GUN
Ocean £25.99
AP12 Availability: 5/10.
Zappy *Operation Thunderbolt* clone, but nowhere near as good. Fun with a Trojan Light Phaser, but not much else. ★★

SPACE HARRIER
Elite £19.99
BAP Availability: 1/10.
3D coin-op blast from the past. Neat, but slim.★★

SPACE RANGER
Mastertronic £9.99
BAP Availability: 4/10.
A horizontally scrolling *Defender*-ish shoot-'em-up where you have to rescue cute furry animals. Nothing special, really. ★★★

SPACE ROGUE
Origin (Mindscape) £29.99
BAP Availability: 4/10.
Seen *Elite*? You've seen this. It's so like *Elite*, it's practically criminal, but nowhere near as good. ★

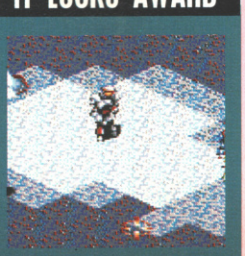
SPACE STATION
Prism £2.99
AP3 Availability: 7/10.
Anyone with a low thrill threshold might find this platform adventure just a teensy bit interesting. ★

SPEEDBALL
Mirror Image £9.99
AP1 Availability: A bit scarce.
Eerily similar but not as good older brother of *Speedball II*. If you're going to like this, then you'll be much more impressed by the sequel. ★★★★

SPEEDBALL II
Image Works £24.99
BAP Availability: 8/10.
The ultimate future sport game – fast, brutal, enormously playable. The Bitmaps' finest moment. We still play this even today. Also available on the *Bitmap Brothers Vol 1*.
★★★★★

THE MUCH BETTER THAN IT LOOKS AWARD

SHADOWORLDS
Krisalis £25.99
AP19 Availability: 5/10.
Enormous fun to play, *Shadoworlds* has all the good elements of an RPG with none of the complexities. The lighting effects create a great atmosphere but sometimes the action gets a little ahead of the control system. Otherwise one hell of a game. ★★★★



SPELLBOUND
Psyclapse £24.99

BAP Availability: 7/10.
Almost no in-game sound, practically nothing in the way of action. Hugely boring arcade adventure thing that's overpriced by £20. ★

SPELLBOUND DIZZY
Code Masters £7.99
AP20 Availability: 8/10.
More dated romps from this enduring, if rather tired character. The biggest Dizzy game to date, so good news for you Dizzy fans. ★★

SPELLBREAKER
Mastertronic £9.99
BAP Availability: 7/10.
Another Infocom classic. Also on the *Lost Treasures* compilation. ★★★★

SPIDERMAN
Empire £24.99
BAP Availability: It'll take a superhero to find this one.
Web on! Puzzly platformer with pretty wimpy graphics, but that still manages to capture the feel of the comics. ★★

SPIKE IN TRANSYLVANIA
Code Masters £7.99
AP16 Availability: 6/10.
An uninteresting exercise in collecting objects and avoiding mediocre baddies. Available in the *Cartoon Collection*. ★

SPIRIT OF EXCALIBUR
Virgin £24.99
AP1 Availability: 3/10.
If you've got a few hours to kill while you're waiting for a train, this is a game that you can load up without fear of it causing you to miss it. (On the other hand, standing on the platform might be more fun). Available in the *Strategy Masters* compilation. ★★

SPINDIZZY WORLDS
Activision £24.99
BAP Availability: Poor – so check those classifieds very carefully.
Another example of an 8-bit classic brought bang up to date with a sprawling play area and loads of new features. The bizarre controls take time to get to grips with and the graphics could be better. Superlative game design, and total addiction make this a masterpiece. ★★★★★

SPOILS OF WAR
Internecine £29.99
AP14 Availability: 4/10.
Tedious rubbish.Being a wargame isn't an excuse for it being programmed to sub-'86 standards. ★

SPORT'S BEST
Loriciel £25.99
AP16 COMP Availability: 6/10.
Panza Kick Boxing, Tennis Cup, Turbo. ★★

SPORTS MASTERS
Empire Software £29.99
AP23 COMP Availability: 5/10.
Indianapolis 500, Advantage Tennis, PGA Tour Golf, European Championship 1992. ★★★★

SPOT
Leisure Genius £25.99
AP3 Availability: 4/10.
Brilliantly-designed Othello-based board game which still manages to offer something new and different (and even supports up to four players). ★★★★

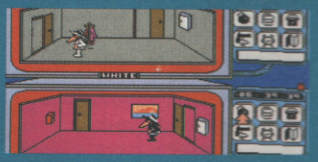
SPY VS SPY 2
Wicked £9.99
Availability: 7/10.
More or less as good as the first one, ie very. ★★★

SPY VS SPY 3
Wicked £9.99
Availability: 7/10.
Inevitably, the third in the series makes a mess of the formula. ★★★

THE SPY WHO LOVED ME
Domark £24.99
BAP Availability: Snoop around for it.
Easily the best Bond game so far, and a fun *Spy Hunter* clone into the bargain, though not something you'll play for months, due to a mere six levels. ★★★

GET IT OR GET A LIFE AWARD

SPY VS SPY
Wicked/EDOS £7.99
AP14 Availability: 8/10.
Classic C64 conversion featuring those pointy spies from Mad magazine. Killing your friends has never been so much fun. ★★★★



STACK UP
Zeppelin £7.99
AP5 Availability: 7/10.
Undeniably ripped off from *Columns*, only the blocks fall in rows rather than columns. Suitably different from *Tetris* to offer all manner of different problems, and boasting lovely Oriental music, this one's a definite must for puzzler fans. ★★★★★

STARBLADE
Palace £24.99
BAP Availability: 2/10.
Original concept, naff all sound-wise, technically nothing to shout about. Run-of-the-mill stuff. ★★

STAR BLAZE
Prism £2.99
AP7 Availability: 6/10.
Pseudo-3D shoot 'em up that looks like a Speccy game. ★★

STARCROSS
Mastertronic £9.99
BAP Availability: 7/10.
Starcross – yeah, that was quite good. Also on the *Lost Treasures* compilation. ★★★

STARFLIGHT
Electronic Arts £9.99
AP3 Availability: 4/10.
Fly round the galaxy trading with the people you decide not to kill, and, um, that's about it really. Sort of a soft-boiled version of *Elite*. ★★

STARGLIDER
Rainbird £24.95
BAP Availability: 6/10.
3D vector shoot-'em-up strategy space action and all that kind of stuff. It's all very mid-'80s, but neat. ★★★

STARGLIDER II
Rainbird £24.99
BAP Availability: 4/10.
Repetitive but instant 3D blasting appeal, and extra depth for those who want it. Still one of the best *Star Wars*-inspired releases on the Amiga. ★★★

STAR GOOSE
Prism £2.99
AP7 Availability: 6/10.
Highly short-term enjoyable scrolling shoot 'em up. ★

STAR RAY
Prism £2.99
AP7 Availability: 7/10.
Defender clone with lush backdrops and gorgeous graphics. ★★★

STARUSH
Ubi Soft £25.99
AP14 Availability: 6/10.
Lots of nice touches in this zodiac-inspired blaster, but unfortunately they're not attached to a decent game. ★★

STATIONFALL
Mastertronic £9.99
BAP Availability: 7/10.
Infocom's sci-fi partner to *Planetfall*. Also on the *Lost Treasures* compilation. ★★★

STEEL
Prism £2.99
BAP Availability: 6/10.
Word association time: Cold, tough, smooth, mill(?), toecaps(?), blue, cheap, average. ★★

STEEL EMPIRE
Millennium £29.99
AP11 Availability: 6/10.
A decent blend of strategy and shoot 'em up which generally works, but poor graphics and sound spoil it a bit. An enjoyable, but thin, futuristic wargame. ★★★

STEG THE SLUG
Code Masters £7.99
AP15 Availability: 7/10.
Obvious budget material, but great fun all the same. Top stuff for hermaphrodite lovers everywhere. Also available on *Super All Stars* compilation. ★★

STELLAR 7
Dynamix (Sierra) £24.99
AP3 Availability: 6/10.
Appealingly old-fashioned blast from the past in the form of (yet another!) up-dated *Battlezone*. Satisfyingly mindless – but that's both a strength and a weakness. ★★

STEVE MCQUEEN WESTPHASER
Loriciel £25.99
AP10 Availability: 3/10.
Almost reasonable graphics and some cute bits (it's possible to shoot the clothes off people!) in a pretty hopeless shooting-gallery style gameplay. ★

ST DRAGON
Storm £24.99
BAP Availability: 6/10.
Lovely graphics, a helpful software autofire option, and a challenging difficulty curve lift this out of the morass of horizontal zappers. It's a bit too tough for most, and the power-ups are unexciting, but it's one of the few sideways-scrolling shoot-'em-ups that you really should own. Also available on *Max* compilation. ★★★★

STORM ACROSS EUROPE
SSI (US Gold) £24.99
BAP Availability: 6/10.
Playing the baddies makes a change, but it takes ages to get into, and the graphics are primitive. ★

STORMBALL
Millennium £24.99
AP2 Availability: 3/10.
Utterly dire game design, no feeling of speed or excitement, highly confusing and largely pointless. ★

STORM MASTER
Silmarils £25.99
AP11 Availability: 5/10.
Another Kingdoms game, but there's lots more to do than in *Realms*, and plenty of variation to the gameplay as well. Also available in the *Magic Worlds* compilation. ★★★★

STRATEGO
Accolade £25.99
AP7 Availability: 3/10.
An engaging strategy bash for one player at least, it adheres to the rules and appearance of the board game remarkably well, but the fact that it can only be a one player game takes all the fun out of it. ★★

STRATEGY MASTERS
Ubi Soft £35.99
AP23 COMP Availability: Good.
Hunter, Populous, Chessplayer 2150, Battle Masters, Spirit of Excalibur. ★★

STREET FIGHTER
Kixx £7.99
AP4 Availability: 7/10.
Stop, then read this carefully. This isn't THAT game, it's the first one, the incredibly slow, badly animated, completely K-Mart version that was so pitiful that they had to release a sequel. Avoid, even if you have to saw your arms off to get away. ★

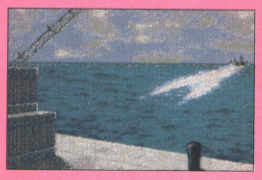
STREET FIGHTER II
US Gold £27.99
AP22 Availability: Fine.
The coin-op conversion that everyone was waiting for, *SF II* is without doubt the best beat-'em-up on the Amiga except for *IK+*. The control method works, the graphics are fairly faithful to the arcade version (with a few less colours of course), and there's enough speed to give you a good game. A good two player game, less fun for one. ★★★

STREET HOCKEY
Gonzo Games £24.99
BAP Availability: 1/10.
Mind-bogglingly unplayable, completely confusing, technically inept. Generally useless all round. Stupendously dire. Appalling crap. Not that good at all, really. ★

STRIDER
US Gold £19.99
BAP Availability: 4/10.
Close, mellow and groovy arcade conversion where most things that move can be considered hostile. ★★

STRIDER 2
US Gold £24.99
BAP Availability: 6/10.
It's everything that's bad about sequels, and bears all the hallmarks of a rush job. Very little advance on *Strider*, and shoddily presented. ★

STRIKE FLEET
Electronic Arts £29.99



AP9 Availability: 4/10.
Military freaks will enjoy the number of missions and the amazing array of hardware, discerning gamers will be disappointed by the shallow nature of the gameplay. ★★★

STRIKE FORCE HARRIER
Mirror Image £9.99
AP1 Availability: 2/10.
Flight sims always seem to show their age, and this one looked a bit dated back in May '91. It's still quite playable though, and probably quite quaint for nostalgia buffs. ★★

STRIKER
Rage £25.99
AP15 Availability: 8/10.
Fast moving and immediately playable, but it's just a bit too sophisticated for its own good. It's a good game but at the end of the day *Striker* lacks the necessary polish to make it stand up to the sheer class of the all-conquering *Sensible Soccer*. ★★★

STRIKER MANAGER
D&H Games £24.99
AP5 Availability: 3/10.
Statistic frenzy with absolutely no gameplay whatsoever. Could push the boundaries of computer games backwards by ten years. ★

STRIP POKER 2+
Anco £14.95
BAP Availability: 2/10.
You don't want it. Trust us. ★

STRIP POKER DELUXE
CDS £24.99
AP8 Availability: 3/10.
The poker game is rubbish, the graphics are flickery. If you want to see pictures of naked women there are better, cheaper and (arguably) less sad ways of going about it. ★

STRYX
Sizzlers £7.99
AP6 Availability: 5/10.
Great if you like running and collecting things – and you've had that lobotomy. ★

STUN RUNNER
Domark £24.99
BAP Availability: 3/10.
The music isn't entirely crap, but with hopelessly slow graphics and a terminal lack of excitement, it's all a bit dire. We'd rather see a great conversion of *Galaxians* than someone make a pig's ear of a game they knew they couldn't convert. ★

STUNT CAR RACER
Kixx £7.99
AP9 Availability: 6/10.
Only a dozen roller-coaster tracks make for limited gameplay, but this has a ridiculously addictive hook. Racing down narrow courses hundreds of feet above the ground

FOR AMIGA POWER TURN TO PAGE 32

ABSOLUTE POWER

never seemed like such a great idea. ★★★★

SUMMER GAMES & SUMMER GAMES 2
US Gold £25.53
AP18 Availability: 6/10.
16 joystick-waggling events with the predictable ones as well as things like skeet shooting and kayaking. Available in the *Mega Sports* compilation. ★★

SUPAPLEX
Avtion 16 £7.99
AP14 Availability: 7/10.
The *Boulder Dash* game style makes a comeback, but all the magic has been removed and the levels are poorly designed. Buy one of the half dozen PD *Boulder Dash* games that are better than this. ★

SUPER ALL STARS
Code Masters £24.99
AP20 COMP Availability: 6/10.
Magicland Dizzy, CJ in the USA, Captain Dynamo, Steg the Slug, Robin Hood: Legend Quest. ★★

SUPER CARS
GBH £7.99

BAP Availability: Super.
A truly great *Super Sprint* game that's actually handles and plays better than its (supposedly) better sequel. Overhead view racing's been around for a long time now, but rarely looked this good. ★★★

SUPERCARS 2
Gremlin £9.99
AP20 Availability: 7/10.
Two player mode and power-ups actually make this worse than the first *Supercars*. It's simply too frustrating to be addictive. ★★

SUPER FIGHTERS
Ocean £25.99
AP20 COMP Availability: 6/10.
Final Fight, Pit Fighter, WWF Wrestlemania. ★★

SUPER GRAND PRIX
Code Masters £6.99
AP2 Availability: 7/10.
Up to four player *Super Sprint* clone, with the added option of racing a JCB, Chieftain tank or even a Sinclair C5. There's even an action replay. You can get much better now, though. ★★

SUPERHEROES
Domark £29.99
AP8 Availability: Fine and dandy.
The Spy Who Loved Me, Last Ninja 2, Indiana Jones And The Last Crusade: The Action Game, Strider 2. ★

SUPERLEAGUE SOCCER
Impressions £24.99
BAP Availability: 4/10.
Crap footballing action leaves this one lagging behind the competition by 20,000 leagues. ★

SUPER MONACO GP
US Gold £24.99
AP1 Availability: 6/10.
Well-programmed and fun, even though it bears very little resemblance to the coin-op. A good racing game, but don't expect the arcade. ★★★★

SUPER SCRAMBLE SIM
Code Masters £7.99
BAP Availability: 6/10.
Early but fun bike thing from the author of *Supercars* and *Lotus*. ★★★

SUPER SEGA
US Gold £29.99
AP8 COMP Availability: Not too good, but still in some shops.
E-SWAT, Golden Axe, Super Monaco GP, Shinobi, Crack Down. ★★★★

SUPER SIM PACK
US Gold £29.99
AP7 COMP Availability: 5/10.
International 3D Tennis, Italy 1990, Airbourne Ranger, Crazy Cars II. ★

SUPER SPACE INVADERS
Domark £25.99
AP8 Availability: High
Incredibly slow, and closer in play to the original *Space Invaders* than the coin-op it's supposed to be a conversion of. ★

SUPER SKI
Prism £2.99
BAP Availability: 6/10.
Very dodgy French sport sim. ★

SUPER SKI 2
Microids £24.99
BAP Availability: 5/10.
Reasonable sequel to a very dodgy French sport sim. ★★

SUPER SKWEEK
Loriciels £19.99
AP3 Availability: 6/10.
Pac-Man for complete and utter lunatics. Manic, silly, touching, very French, but not as endearing as the original *Skweek*. ★★★

SUPER TETRIS
MicroProse £29.99
AP17 Availability: 5/10.
Tetris with knobs on. But why? It's no better than *Super Twintris* and you can get that for nothing. ★★

SUPER WONDER BOY
Activision £19.99
BAP Availability: If you've got one, send it to Stuart Campbell.
Great game in the *Mario* vein, but with less enemies and more depth. Perfect difficulty curve lets you get just a little bit further every go. ★★★★

SUPREMACY
Virgin £29.99
BAP Availability: Hard to find these days.
Galactic empire-building with some smart graphics with number based gameplay that renders it all completely uninteresting. For accountants only. ★★

SUSPECT
Mastertronic £9.99
BAP Availability: 7/10.
Text-based whodunit from Infocom. Marvellous. Also on *Lost Treasures Of Infocom* compilation. ★★★★

SUSPENDED
Mastertronic £9.99
BAP Availability: 7/10.
Innovative text adventure, where the player controls four droids, each with different senses. Weird but excellent. Also on *Lost Treasures*. ★★★★

SWAP
Palace £25.99
AP5 Availability: 4/10.
Puzzle game that fails to inspire any emotions at all. It's not good, it's not bad. It's just a bit bland. ★★

SWITCHBLADE
Kixx £7.99
AP2 Availability: Good, but go for the sequel instead.
Gorgeous to look at, but thoroughly dated platformer. Starts off fun but rapidly gets irritating and dull. ★★

SWITCHBLADE II
Gremlin £9.99
AP19 Availability: 9/10.
Gorgeous console-like graphics, tried-and-tested gameplay, packed full of detail and lovely touches, if just a little too simple. One of the finest Amiga platformers. ★★★★★

SWIV
Storm £9.99
AP19 Availability: Still easy to get, thank heavens.
Looks good, sounds good, comes with a neat two-player option – and all in one (massive) level too! Frantic and fabulous– one of the best shoot-'em-ups we've seen. ★★★★★

SWORD OF HONOUR
DMI £25.99
AP18 Availability: 6/10.
You spend longer waiting for the screens to load than you do playing them. Nothing original here, just a poor man's copy of *The Last Ninja*. Very slow and boring. ★

SWORDS AND GALLEONS
Idea £25.99
AP2 Availability: 4/10.
Easy to complete and the stupid omission of a save game option. A minority interest sort of affair. ★★

TAI-PAN
Ocean £19.95
BAP Availability: Very rare.
A mid-'80s-style mishmash of styles, this is an arcade adventure sailing sim and trading game based on James Clavell's novel. The control is awkward and some of the animation is a little on the dodgy side, but it does have some entertainment value. ★★

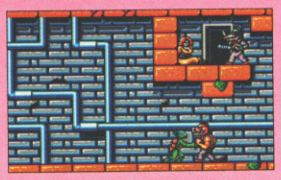
TANGLEWOOD
Microdeal £19.95
BAP Availability: 2/10.
An early science fiction RPG with robots, a lost mine on another planet and loads of puzzles. One of the first RPGs to dispense with text input. ★★

TAU CETI
CRL £19.95
BAP Availability: You'll be very lucky to get hold of this one.
Space-age flight-sim shoot-'em-ups were all the go in the mid-'80s and this, er, was one of them. It's pretty good fun and is very well put together. It was available as a twin pack with its sequel, *Academy*. ★★★

TEAM SUZUKI
GBH £7.99
AP16 Availability: 7/10.
Very fast, with some pretty hairy track views. Unintentionally hilarious replay feature and it's insanely sensitive to control. Enough fun to keep you playing until you can at least stay on the road for five seconds at 60mph, but a bit too unrealistic, and *No Second Prize* does it all much better. Available in the *4 Wheel Drive* compilation. ★★★

TEAM YANKEE
Empire £29.99
BAP Availability: 6/10.
The action slant on the standard tank sim makes it more immediate and accessible but what a pity it lacks depth and excitement. Available in the *Combat Classics* compilation. ★★

TEENAGE MUTANT HERO TURTLES
Mirrorsoft £24.99



BAP Availability: Thank heavens it's low.
It doesn't have the word 'Ninja' in the title but even that doesn't save it from being utterly awful in every way. You'd have more fun playing with a real turtle. Or a real mutant. ★

TEN GREAT GAMES
Ubi Soft £30.99
AP8 Availability: Reasonable.
Ferrari F1, Rick Dangerous, Pick'N'Pile, Night Hunter, Carrier Command, Satan, Superski, Chicago 90, Pro Tennis Tour, Xenon 2. ★★★

TERMINATOR 2
Ocean £9.99
AP1 Availability: 8/10.
You get exactly what you'll be expecting – Another Movie Licence With Lots Of Sub-Games And No Depth. Only one of the sub-games has any real merit of its own, and the rest are even worse than the norm for this kind of thing. Available in the ironically-titled *Dream Team* compilation. ★

TERRAMEX
Grandslam £19.99 (on *Grandslam Collection*)
BAP Availability: 7/10.
A multi-national pick-up-and-use arcade adventure concerning the search for the missing Professor Eyestrain. It looks awful and lacks substance, playability and everything else. ★

TERRORPODS
Psygnosis £24.95
BAP Availability: Try getting a second hand copy.
Space-trading-strategy-action-shooty-thing with neat graphics and the sort of gameplay you expect in space-trading-strategy-action-shooty-things. It's engrossing and challenging, if a little hard to get into, and generally worth a punt. ★★

TENNIS CUP
Loriciels £24.99
BAP Availability: 5/10.
Great sampled sound, the split screen is a good idea, but there's a terrible pause between pressing fire and anything happening. Good tennis sim, but nothing remarkable. ★★★

TERRY'S BIG ADVENTURE
Grandslam £19.99 (on *Grandslam Collection*)
Availability: 7/10
Terry's Big Pile Of Cack, more like. ★

TEST DRIVE
Accolade £24.95 (on *Test Drive Collection*)
BAP Availability: 6/10.
You are a test driver and you get to take some fab sports cars out for a spin. Not bad for its time. ★★

TETRIS
Infogrames £19.99
AP2 Availability: 5/10.
Probably the worst version yet seen on the Amiga, and that's saying something. Completely stinky. (Stick with the PD versions). ★

THAI BOXING
Prism £2.99
BAP Availability: 7/10.
Awful, primitive beat-'em-up. ★

THEIR FINEST HOUR
Lucasfilm (US Gold) £29.99
BAP Availability: 2/10.
Loads of options will keep you at it almost as long as the real war in this atmospheric game. Let down by poor graphics and little detail. ★★★

THEIR FINEST MISSIONS
US Gold £15.99
AP7 Availability: 3/10.
A handy missions disk for *Their Finest Hour*, sure to prolong game life. It's really only for lazy people who can't be bothered to construct their own missions with the editor in the original game, though. ★★★

THEME PARK MYSTERY
Image Works £24.99
BAP Availability: 3/10.
Great feel, looks and sounds lovely. Games which mix adventures with arcade sequences always suffer for it, and this is no exception. ★★

THEXDER
Sierra £19.99
BAP Availability: 1/10.
Punchy, run-around-a-maze type blaster from the fledgling days of the Amiga. Like many games of this period, this conversion doesn't really tax the computer's capabilities. ★★

3D CONSTRUCTION KIT
Domark/Incentive £49.99
AP2 Availability: Fairly.
Creating your own games (or simply designing little worlds) is great fun, but it's pretty slow too, and making anything really worthwhile gets very complicated. Expensive and of limited appeal, but if you've always itched to create a Freescape game you can't really complain.
★★★

3D CONSTRUCTION KIT 2
Domark/Incentive £49.99
AP21 Availability: Very.
A few new features, but essentially more of an update than a sequel.
★★★

YOU COULD MAKE THIS AT HOME AWARD

TANGRAM
Thalion £25.53
AP4 Availability: If must have it, grab it while you can.
Perfectly adequate computer translation of the classic Oriental puzzle, unfortunately it's a really dumb idea for a conversion, and the extras (time limit and suchlike) are intrusive and pointless. Getting a real wooden Tangram set would be more fun, as well as much cheaper. Another example of right game, wrong format. ★

THUNDERBLADE
US Gold £24.99
BAP Availability: 3/10.
Passable conversion of the helicopter arcade blaster. Lots of explosions and very little content, just like the original really. ★★★

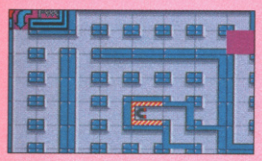
THUNDER BURNER
Loriciel £19.99
AP10 Availability: Too damn available.
Thoroughly disappointing rubbish with no challenge whatsoever. ★

THUNDERJAWS
Domark £25.99
AP8 Availability: 5/10.
A poor-to-middling *Rolling Thunder*-ish coin-op turns into an appalling Amiga game. A waste of time and money. ★

THUNDERSTRIKE
Millennium £24.99
BAP Availability: 5/10.
Defender for the 3D generation, this was an absolute PC classic, so why is the Amiga conversion so appalling? *Thunderstrike*? More like *Chunderstrike*. ★★

TIE BREAK
Ocean £24.99
BAP Availability: 4/10.
More of a simulation than a *Pong* game. Whoever thought up the 'scrolling court' idea should be shot. Hideously complex control makes this one more hassle than it's worth. ★★

TILT
Code Masters £7.99



AP9 Availability: 5/10.
Fun and addictive reaction-testing maze game, that's not really something you'll come back to after you've made a bit of progress. ★★

THE TIME MACHINE
Activision £24.99
BAP Availability: Nigh on impossible to get hold of.
It's nice to play a game that doesn't have 10,000 screens for a change. Gets frustrating having to do everything ten times, however, and it's too clever for its own good. ★★

TIME SCANNER
Activision £24.95
BAP Availability: 5/10.
Ancient multi-level pinball game, lots of good points, but ruined by unrealistic ball movement. Buy *Dreams* or *Fantasies* instead. ★★

TIME SOLDIER
Electrocoin £24.99
BAP Availability: 0/10.
Bad coin-op conversion with repetitive gameplay, but plenty of action. ★

TIP OFF
Anco £24.99
AP10 Availability: 5/10.
A decent (but uninspiring) simulation of basketball. There's a decent coaching option and it's also rather playable as an arcade game, but the control isn't as intuitive as it should be. ★★★

TITAN
Titus £24.99
BAP Availability: 2/10.
Looks like a maze game viewed from above, until you realise that it owes much more to *Breakout*, with your bat and ball progressively trashing the maze. Good stuff. ★★★

TITANIC BLINKY
Zeppelin £7.99
AP8 Availability: 6/10.
Average platform puzzler in the Dizzy mould. It's cute and, er, alright if you like that sort of thing. ★★

TOKI
Ocean £25.39
AP3 Availability: 6/10.
The (latest) definitive coin-op conversion, but the game is simply too small. What's there is brilliant, if only there was more of it. ★★★★

TOURNAMENT GOLF
Elite £24.99
BAP Availability: Who cares?
Authentic arcade port of a game that no one ever played in arcades. Completely average golfing yawnerama. ★★

TOWER FRA
Thalion £24.99
BAP Availability: We've never been able to find it.
Yes, you guessed it, it's an air traffic control tower simulation. Not as boring as it sounds. Good training for the next generation of air traffic controllers. ★★

TOWER OF BABEL
MicroStatus £24.99

NO WONDER THEY WENT BUST AWARD

UNDER PRESSURE
Electronic Zoo £25.99
AP8 Availability: 3/10.
Well, if you like the look of Psygnosis games, you'll like the look of this although the execrable walk-and-shoot gameplay would bore a five-year-old. If it's supposed to be a joke, it's very funny. If it's supposed to be an enjoyable game, it's a very bad joke. ★

TOOBIN'
Respray £7.99
AP2 Availability: It's still littering shelves everywhere.
Rad dudes on inner tubes floatin' down the river in this lacklustre and distinctly blocky looking conversion of the coin-op. ★

TOP BANANA
Hex £25.99
AP11 Availability: Bunches of 'em all over the place.
Tries to be *Rainbow Islands* and fails horribly. Scrappy and annoying, it's the Amiga equivalent of 'The Word.' ★★

TOP CAT
Hi-Tec £7.99
AP5 Availability: 6/10.
Vacuous game featuring the guy close friends get to call TC. Taxing only for players of about nine or under. Available in the *Hanna Barbera Cartoon Character Collection*. ★

THE TOP LEAGUE
Ubi Soft £30.99
AP8 Availability: 6/10.
Speedball 2, Rick Dangerous 2, Falcon, Midwinter, TV Sports Football. ★★★★

TORNADO GROUND ATTACK
Energize £7.99
BAP Availability: 5/10.
Gloomy, slow and lumpy horizontal blaster that looks like a 1984 Spectrum game, only not as good. ★

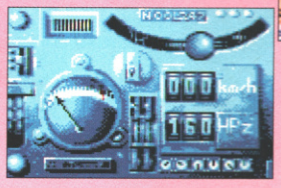
TORVAK THE WARRIOR
Core Design £24.99
BAP Availability: 3/10.
Unresponsive control and a talentless hero cripple the *Rastan*-ish gameplay, over shadowing the beautiful and gloomy graphics. ★

TOTAL RECALL
The Hit Squad £7.99
AP18 Availability: 6/10.
Solid but unexciting, with a fair bit of gameplay variation. No feel for the movie. (And couldn't they afford the rights to use Arnie's real face?) ★★

BAP Availability: 1/10.
Engrossing, enthralling, but a bit slow-paced. Highly cerebral, but lacking in action (well, not totally lacking). The VCR-style control panel is intriguing, and actually adds to the game. ★★★

TOYOTA CELICA GT RALLY
GBH £7.99
AP15 Availability: 5/10.
A lot of effort has been taken to get an authentic feel here, and there's not much space for gameplay. Perhaps too good a simulation to be much fun. Available in the *4 Wheel Drive* compilation. ★★

TRANSARCTICA
Silmarils, £29.99
AP23 Availability: 7/10.



Strategy affair with a great plot, but let down by a lack of gameplay depth and some serious slowness. A bit of a disappointment. ★★

TREASURE ISLAND DIZZY
Code Masters
AP16 Availability: 5/10.
Dizzy gets stranded on a platform-ridden desert island and does lots of predictable Dizzy-esque things. The first Amiga Dizzy game, and the most charming. Available on the *Cartoon Collection*.
★★★

TREASURE TRAP
Electronic Zoo £24.99
BAP Availability: Lower than a very low thing.
Graphics convey well the feel of being in a rusting hulk underwater. Adds an arcade adventure element to the *Knight Lore* genre, with the horribly confusing perspective this entails. ★★★

TERRY'S BIG ADVENTURE
Grandslam £19.99 (on *Grandslam Collection*)
Availability: 7/10.
Relatively fun. Honest. ★★

TURN IT
Kingsoft £19.99
BAP Availability: Very poor.
An intriguing and pretty Shanghai variant. Well worth checking out. ★★★

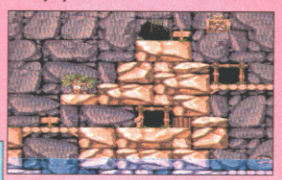
TURRICAN
Rainbow Arts £24.99
BAP Availability: 4/10.
Exceptional playability, and some great weapons, but the sprawling layout of levels means the game can become unfocussed. If your joystick hasn't got autofire, forget it. Having the 'continue' send you right back to the start of a (huge) level doesn't help much either. ★★★

TURRICAN 2
Rainbow Arts £24.99
BAP Availability: Uncommon.
Enjoyable mindless blasting, but basically still just *Turrican*. ★★★

TUSKER
System 3 (Activision) £24.99
BAP Availability: 5/10.
Nothing actually wrong with it. Nothing new or interesting either. Depressingly average. Available in the *Premier Collection*. ★★

TV SPORTS: BASKETBALL
Cinemaware £29.99
BAP Availability: 2/10.
Usual Cinemaware presentation and graphics and with an outrageous price. No gameplay and poor control make this a terrible buy. ★

UGH!
Play Byte £25.99



AP15 Availability: Not as easy to find as you'd expect.
A laugh and a half, *Ugh!* offers you excellent one or two player prehistoric fun, for a while at least. Not the sort of thing you'd be playing a year later, though, but worth a look. ★★★★

ULTIMA I-III
Origin (Mindscape) £29.99
AP 11 Availability: Okay.
The first three great, but ancient RPGs from Lord British. ★★★

ULTIMA IV
Origin (Mindscape) £29.99
AP 11 Availability: 4/10.
Huge, excellent, but very primitive RPG. ★★★

ULTIMA V
Origin (Mindscape) £29.99
AP 11 Availability: Fairly low – try shops with stocks of older titles.
The scope and depth of *Ultima V* goes way beyond other role-playing adventures, even previous Ultima releases. Shame about the graphics though. ★★★

ULTIMA VI
Mindscape £30.99
AP13 Availability: Quite good-ish. Worth searching out.
Not the kind of thing for RPG virgins to start on, or for anyone without a hard drive even to consider, but this is currently pretty much the state of the art for Amiga role-playing. Enough to keep you going for months. ★★★★

ULTIMATE GOLF
Gremlin £9.99
BAP Availability: 6/10.
The curious graphic style is distracting, and the sound is dire. It's an interesting and realistic golf sim, but unlikely to fare well against the competition. ★★

ULTIMATE RIDE
Mindscape £24.99
BAP Availability: Ultimately quite unavailable.
Another failed attempt at the simulation accuracy/fun game balance. ★★

UNIVERSAL MILITARY SIMULATOR
Rainbird £24.95
BAP Availability: 3/10.
The *Universal Military Simulator* is a 3D wargame which allows combat on a user-definable terrain. It was something of a ground-breaker in its day and was supposed to herald a new dawn in computer wargames. It didn't. ★★

UNIVERSAL MILITARY SIMULATOR II
Rainbird (Microprose) £34.99
AP3 Availability: 4/10.
Fight every battle from any time period in this comprehensive battle sim game. Not particularly stunning graphics and an unfriendly player interface make it all a bit techie though. ★★★

UNREAL
Ubi Soft £24.99
BAP Availability: Unavailable as hell.
Nice looking, and good variation in gameplay too. A cut above your average hack-'em-up. ★★★

THE UNTOUCHABLES
Hit Squad £7.99
AP13 Availability: Fair.
A well respected film game with lots to do throughout, but it's a shame that it didn't plough all its efforts into one super-level, instead of breaking it up into sub-games. ★★★

UTOPIA
Gremlin £29.99

AP6 Availability: 6/10.
The appeal of this kind of city-building thing is timeless, and the war side gives it a new dimension but neither side is particularly well-designed, and it can easily end up a touch on the dull side. A good game, but it needs a lot more depth to make it a true classic. ★★★★

UTOPIA: THE NEW WORLDS
Gremlin £14.99
AP14 Availability: 7/10.
Er, some new worlds for Utopia. They're okay, really. ★★★

VAMPIRE'S EMPIRE
Magic Bytes £19.99

FOR AMIGA POWER TURN TO PAGE 32

BAP Availability: 1/10.
Totally uninspired arcade puzzler featuring The Count himself. Not one for the Hall Of Fame. ★

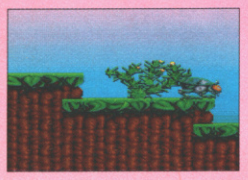
VAXINE
US Gold £24.99
BAP Availability: Rare.
Beautiful-looking, original and imaginative shoot-'em-up, but so very, very (very) hard that you'll tear your hair out. ★★★★

VECTOR CHAMPIONSHIP RUN
Impulze £24.99
BAP Availability: 3/10.
Pretty speedy, but uncontrollable. What's the point in a game you can't play? (cf Rhetorical Questions For Journalists, Vol 1) ★

VEKTOR STORM
Inova Games, £29.99
AP23 Availability: 8/10.
Scruffy-looking version of beautiful arcade game *Tempest*, prone to speed-up and slow-down and sticky control. *Tempest* was gorgeous, but this is mediocre, and 30 quid to boot. What a shame. ★★

VENGEANCE OF EXCALIBUR
Virgin £30.99
AP13 Availability: Reasonably low. Hurrah.
Not 500+ compatible, which is outrageous. Otherwise, an attractive, but pretty average RPG romp which doesn't significantly improve on its unimpressive predecessor. ★★

VENUS THE FLYTRAP
GBH £7.99



AP12 Availability: 7/10
Pretty colour-graduated backgrounds and excellent animation. The P-47-esque bonus round gives variation. It's good fun, but lacking in challenge. Available in the *Chart Attack* compilation. ★

VIDEOKID
Gremlin £9.99
AP24 Availability: 8/10.
Mega Twins gets a bit of a revamp and guns in this cutesey, multi directional scrolling thing. Themed levels and gillions of power-ups make for a fair fun-fest. ★★★

VIKINGS
Krisalis £25.99
AP16 Availability: 5/10.
A strategy wargame thing that doesn't look ugly or contain too many statistics. It also has an easy-to-use interface. It's a bit like *Defender Of The Crown* without the action sequences but with some kind of magical addictive ingredient thrown in instead. ★★★

VINDICATORS
Domark £19.99
BAP Availability: 3/10.
Zoom around alien space stations and blow 'em up in either one or two player mode. Oh, yeah, you do it in tanks. Very slowly. ★★

VIOLATOR
Code Masters £7.99
AP4 Availability: No problems with this one, and now in a Quattro pack.
A polished and quite accomplished vertically scrolling blaster, in the 'little helicopter blasts everything in sight' style. ★★★

VIRTUAL REALITY 1
Elite £34.99
AP5 COMP Availability: 6/10.
Stunt Car Racer, Midwinter, Carrier Command, Starglider 2, International Soccer Challenge. ★★★★

VIRTUAL WORLDS
Domark £29.99
AP5 COMP Availability: 6/10.
Total Eclipse, Castle Master, Driller, The Crypt. ★★★★

VIRUS
Firebird £19.99

BAP Availability: If you see it, bag it.
Totally original game featuring fantastic stylised 3D graphics. Compulsive and unique. ★★★★★

Enjoyable and highly atmospheric *Battlezone* clone with plenty going for it. ★★★

VROOM
Ubi Soft £25.99
AP12 Availability: 7/10.
The missing link between *F1GP* and *Lotus 2*, *Vroom* straddles two genres without falling between two stools. Great as a simple foot-down arcade game, but excellent fun as a serious tactical Formula One sim too. It's lovely and fast and you shouldn't be without.it. ★★★★★

WACKY DARTS
Code Masters £6.99
AP3 Availability: 5/10.
It's a darts game, it's not particularly wacky, and it's way too easy. ★★

WACKY RACES
Hi-Tec £7.99
AP8 Availability: 6/10.
Great fun for oldies on a nostalgia trip. Basic 2D fun, but what they hey, it's sweet in a cheap and cheerful kind of way. ★★

WARHEAD
Activision £24.99
BAP Availability: Almost impossible to find – a real shame.
A bit like *Elite* without all the boring trading bits, and a battle-related story

BEAUTIFUL YET POINTLESS AWARD WINNER

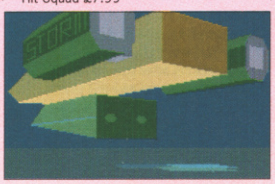
WHIRLIGIG
Firebird £19.95
BAP Availability: Very rare – a real collector's item.
Despite gripping gameplay and some incredible graphics – 3D light-sourced polygons in a scrolling space environment – this game manages to perform like a dog. A real shame, because the game looks so bloody nice. Programmed by Mike Singleton's Maelstrom team, this was one of their few arcade outings on the Amiga. It was no wonder they went back to the adventure land to create epics such as *Midwinter II* and *Ashes Of Empire* for Mirage.
★★★

VIZ
Tronix £7.99
AP15 Availability: 7/10.
Very true to the comic ie shallow and limited. The jokes only really work the first time you see them. Fun race game while it lasts, but after the first couple of hours you've seen all it's got to offer. ★★

VOLFIED
Empire £25.99
AP8 Availability: Mediumly average.
Qix was always a brilliant game, and this extremely close coin-op conversion adds to it without overwhelming it. The limited number of screens cuts down on its potential lifespan though. ★★★

VOODOO NIGHTMARE
Palace £24.99
BAP Availability: 3/10.
An average game with clear, sharp graphics, but maddeningly sensitive controls. ★★

VOYAGER
Hit Squad £7.99



AP9 Availability: 6/10 (given away with some Amigas).

line thrown in as well. Fantastic music. Well worth a look. ★★★

WANDERER
Activision £19.99
BAP Availability: Minus one billion.
Interesting but flawed real 3D game from Design Design who later became Walking Circles. ★★

WARRIORS OF RELEYNE
Impressions £29.99
AP16 Availability: 4/10.
Technically sound, but completely uninspiring fantasy wargame. ★★

WARLOCK THE AVENGER
Millennium £24.99
AP1 Availability: 4/10.
Playable and quite engrossing scrolling arcade adventure romp of an 8-bit game in 16-bit's clothing. ★★

WARZONE
Prism £2.99
BAP Availability: 6/10.
Even more tedious than it full price namesake. ★

WARZONE
Core Design £20.99
AP2 Availability: 6/10.
Graphics have a degree of character to them, and it's pretty tough, but adds very little to the hackneyed *Ikari Warriors* format. Competent but deadly dull shoot-'em-up that you've seen a dozen times before. ★★

WATERLOO
Mirror Image £9.99
AP6 Availability: Lower than new ABBA albums.
Classy recreation of one of the more popular battles that unfortunately takes as long as an average presidential term of office to play. Tactical warfest. ★★★

WAXWORKS
Accolade £34.99

AP22 Availability: 8/10.
A horror game that fails to really frighten but does offer some good entertainment with macabre twists. Too many mazes for its own good, but there're also some puzzles and some fighting to be done. Worth a look for horror fans. ★★★

WEB OF TERROR
Impressions £19.99
BAP Availability: Low.
Almost unplayable, and even then totally frustrating and not impressive in any way. ★

WEEN
Coktel Vision, £29.99
AP19 Availability: 7/10.
A bit on the overpriced side, and a bit titchy, but a nifty little puzzle-based adventure thing all the same. A brilliant control interface too, but the game needs a little more to it to qualify for classic status. ★★★

WELLTRIS
Infogrames £24.99
BAP Availability: 6/10.
The kind of addictive game that people spend decades playing, but if you didn't like *Tetris*, don't even think about it. ★★★

WHITE SHARKS
Demonware £24.99
AP2 Availability: 5/10.
Exceptionally good graphics, novel 'choose-your-own-power-ups' weapon system, if a little too fast to have any decent feel, and incredibly unimaginative. The game that put the 'bog standard' into 'bog standard shoot-'em-up'. Duff. ★★

WHO FRAMED ROGER RABBIT
Infogrames £29.99
BAP Availability: 4/10.
The high visual standard you'd expect from Disney, and a great soundtrack, but the disk swapping's a nightmare and there's only three sections to the game. ★★★

WILDLIFE
MD Production £19.99
BAP Availability: 1/10.
An ideologically sound idea, but an *Operation Wolf* game without shooting is like swimming without water, and hey, no one really gets hurt in video games anyway. ★

WILD WHEELS
Ocean £25.99
AP7 Availability: Wildly average.
More like *Mediocre Wheels*, really. Attractive presentation and competent programming make *Wild Wheels* an appealing prospect, though the actual concept is remarkably shaky, and simply proves unplayable. ★★

WING COMMANDER
Mindscape £34.99
AP 21 Availability: 5/10.
Everything that was on the original PC version is replicated here, which means that the standard Amiga is so bogged down with data that it runs hopelessly slow, far too slow to make it playable. On the A1200 though, the 3D sequences run fast and smooth, making this the benchmark game for future A1200 shoot-'em-ups. ★★★★ (for the A1200) ★★ (otherwise)

WINGS
Cinemaware £29.99
BAP Availability: Sightings are kind of infrequent.
Authentic WW1 feel, but with ludicrous disk swapping and very little gameplay, it's far too simple, and too expensive for what it is. ★★

WINGS OF DEATH
Thalion £24.99
BAP Availability: 4/10.
More fun than *Xenon 2*, though not as pretty.The range of power-ups is good, even including power-downs! ★★★

WINGS OF FURY
Broderbund £24.99
BAP Availability: 2/10.
Elements of flight simulation bring a little depth to the action, and the graphics have a lot of character. Strongly reminiscent of the budget game *Skystrike*, with 8-bit graphics and not much to recommend it. ★★

WINNING TEAM COMPILATION
Domark £29.99
AP2 COMP Availability: 5/10.
Klax, Escape From The Planet Of The Robot Monsters, Cyberball, Vindicators, APB. ★★★

WINTER GAMES
US Gold £24.99
AP18 Availability: 6/10.
Plenty of varied fun with figure skating, free skating, speed skating, hot dog aerials, ski jump, biathlon and bobsled. Available in *Mega Sports* compilation. ★★

WINTER OLYMPIAD 88
Tynesoft £19.95
BAP Availability: Not too available, as the title suggests.
Another Big-Event-Cash-In-Game (oh no, another game genre name). This one will hold your attention for a few minutes, but not much more. ★★

WINTER SUPERSPORTS 92
Flair £25.99
AP15 Availability: Okay.
A high price to pay for what boils down to four different events. None of them are particularly involving or compelling, but there's fun to be had when more than one player is involved. ★★

WIPE OUT
Gonzo Games £19.99
BAP Availability: 3/10.
A light cycles game in 1990 was hardly the peak of innovation (in fact it wasn't even the peak of innovation in 1980). Poor graphics, sound (and most everything else) but a fun game nonetheless. ★★

WITNESS
Mastertronic £9.99
BAP Availability: 7/10.
Another brilliant murder mystery adventure from Infocom. Also on *Lost Treasures* compilation. ★★★★

WIZKID
Ocean £25.99

AP15 Availability: Fine.
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least). ★★★★★

WOLFPACK
Mirrorsoft £24.99
BAP Availability: Keeps its head below water.
Sub sims never score highly on the thrillometer, and this one is no exception. Not as overly techie-biased as many in the genre, but still not one to recommend to the hardened action junkies. ★★

WOLFCHILD
Core Design £25.99
AP10 Availability: 5/10.
A *Switchblade* derivative, with *Strider* thrown in. Although it looks good, both movement and scrolling are jerky. A lifeless, uninspiring run of the mill hack 'em up. ★★

WONDERLAND
Virgin £24.95
AP2 Availability: Sightings are getting rare.
An evocative telling of the classic Lewis Carroll tale utilising a pretty advanced user-interface, but unless you've got a very powerful Amiga with a screen that can handle interlace, the whole thing is very unwieldy. It's not got the best parser in the world either. Also available in the *Fantastic Worlds* compilation.★★★

WORLD CHAMPIONSHIP BOXING MANAGER
GBH £7.99
AP20 Availability: 5/10.
A football management sim – only with boxers instead. Lots of pretty pictures with tedious gameplay do not a great game make. ★★

WORLD CHAMPIONSHIP SOCCER
Elite £24.99
BAP Availability: Most shops are familiar with it.
Very good copy of the coin-op (sob) ie poor playability and you never get two seconds on the ball. ★★

WORLD CLASS LEADERBOARD
Kixx £9.99
AP6 Availability: Medium rare.
Great golf game that's been overshadowed by bigger and better versions. Available in the *Grandstand* collection. ★★

WORLD CLASS RUGBY – THE FIVE NATIONS
Audiogenic £25.99
AP14 Availability: 6/10.
Dramatically-improved version of the earlier game (*World Class Rugby*), right up there with *Rugby – The World Cup* for playability and action. The 3D second-person perspective view (a la *John Madden Football*) is neat, too. ★★★★

MEDIOCRITY PERSONIFIED AWARD

ZONE WARRIOR
Electronic Arts £25.99
AP7 Availability: 2/10 (That's 2 too many.)
Well, you don't see many games of this style anymore, but that's a bit of a blessing really. Even the programmers of this trashy arcade adventure must have been left with an empty feeling. Avoid it at all costs, this is the kind of game which wrecks lives. ★

WRATH OF THE DEMON
Readysoft £29.99
BAP Availability: 3/10.
Cheaper than *Shadow Of The Beast II*, but almost exactly the same in every other respect. If you liked *SOTB II* you'll already have bought it, so you won't need this then. ★★

WRECKERS
Audiogenic £24.99
AP3 Availability: Seems to have disappeared down a black hole.
Some refreshing game ideas add a new angle to the old 'aliens-overrun-space station' story, but the whole thing feels far too much like an 8-bit game – right down to the colour schemes. All the elements of a good game are there – they just haven't been tied together properly. ★★

WWF EUROPEAN RAMPAGE
Ocean £25.99
AP22 Availability: Good (which is very bad).
Minimal control system, inferior graphics and practically non-existent gameplay. Quite simply a completely crap beat-'em-up that vies for your dosh by cashing in on WWF mania. Don't bother. Also available on the *Super Fighters* and *Dream Team* compilations.★

WWF WRESTLEMANIA
Ocean £24.99
AP10 Availability: Good (which is bad).
There's a complete absence of WWF's sparkle and a lack of fluid, stimulating grappling action. There's disappointment in store for grapple fans and WWF viewers alike. ★

XR35
Anco £9.95
BAP Availability: 2/10.
Aaaaaaargh! Yet another horizontally scrolling shoot-'em-up (surely there can't be many more). It looks great but plays sloppily due to over-sensitive controls. ★★

XENON
Melbourne House £19.99
BAP Availability: 3/10.
Great conversion of the coin-op vertically scrolling shoot-'em-up. Crap game in its own right. ★★

XENON 2
Mirror Image £10.99
AP3 Availability: 8/10 (compilation)
An audio-visual banquet hung around the skeleton of a very ordinary (but pretty tough) vertically scrolling blaster. Available on *Bitmap Brothers Vol 1* compilation. ★

XENOMORPH
Pandora £24.99
BAP Availability: Very low.
Lots of lasting appeal, lots of depth, but pretty weak sound. It's sprawlingly big, but still good stuff. ★★

XIPHOS
Electronic Zoo £24.99
BAP Availability: No way.
Silky smooth and subtle, but takes far too long to get into the action. This one's only for the dedicated space trader. ★★

XYBOTS
Domark £24.95
BAP Availability: 5/10.
Split screen two player arcade conversion of the seminal 3D maze game. Garish graphics, but great fun nonetheless. ★★★★

YOGI'S GREAT ESCAPE
Hi-Tec £7.99
AP9 Availability: 6/10.
Horizontally scrolling platformer with *Mario* tinged gameplay. Extremely addictive, and Yogi and Booboo are in there too. Available in the *Hanna Barbera Character Collection.* ★★★★

YOGI'S BIG CLEAN-UP
Hi-Tec £7.99
Not reviewed Availability: 6/10.
A bit like *Yogi's Great Escape* but bigger and better. Surprisingly smart, Boo-Boo.★★★★

YOLANDA
Millennium £24.99
BAP Availability: No chance.
Racy soundtrack, but poor graphics, and some annoying pixel-perfect platform positioning make it just too hard. ★

ZAK McKRACKEN AND THE ALIEN MINDBENDERS
US Gold £24.99
BAP Availability: Try getting a used copy from somewhere.
One of the earliest adventures in the now familiar *Monkey Island* mould. Dodgy graphics tend to spoil many of the great gags. ★★

ZARATHRUSTA
Hewson £24.99
AP 11 Availability: Scarce.
The *Thrust* gameplay is timeless, and it's been updated with 1990s graphics, resulting in something very special indeed. ★★★

ZIRIAX
The Software Business £24.99
AP2 Availability: 3/10.
Pretty *Scramble* variant that's seriously overloaded in the difficulty department. ★★

ZOOL
Gremlin Graphics £25.99
AP18 Availability: You can't avoid it.

Heralded as a *Sonic* beater, though not quite that good. But still kicks the ass of most platformers. ★★★★

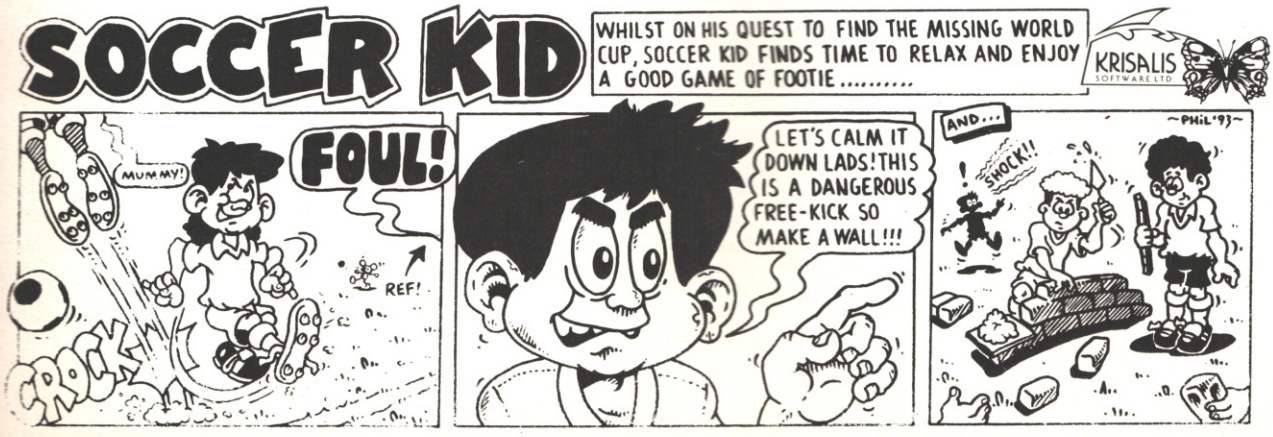
Z-OUT
Rainbow Arts £24.99
BAP Availability: 1/10.
Horizontally scrolling shoot-'em-up. Not too different to *R-Type.* ★★★

ZORK
Virgin £9.99
BAP Availability: Now on Lost Treasures.
Classic text-only adventure that'll keep you entertained for weeks. ★★★★

ZORK II
Virgin £9.99
AP2 Availability: Rare, but now on Lost Treasures compilation.
Surreal text-based adventure game. It's a beauty. ★★★★

ZORK III
Virgin £9.99
AP2 Availability: 8/10
Bigger and more elaborate adventure than its predecessors. Only worth considering if you can lock yourself in your bedroom for months. ★★★★

ZYCONIX
Accolade, £24.99
AP19 Availability: Easily obtainable.
Decent mix of several puzzle-game standards. ★★★



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- Two Python joysticks
- Free Paint package software
- Mouse mat

- A1200 Pack **£385**
- A1200 with 20MB hard drive **£485**
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Weird, Wild & Wicked A600

- Game players paradise
- Push Over game
- Formula 1 Grand Prix game
- Putty Game
- Extra free game
- Deluxe Paint III
- 2 Python joysticks
- Mouse mat

- A600 weird, wild & wicked pack **£299**
- A600 as above with 20MB HD **£399**
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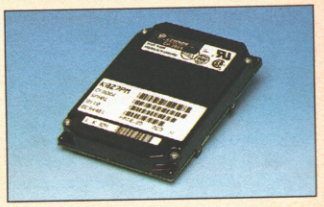
A1200/A600 Upgrades



- Easy to install upgrade kits
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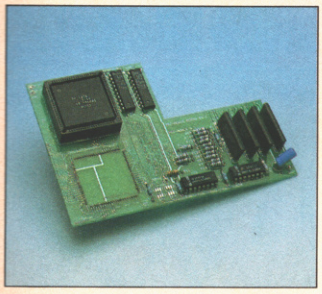

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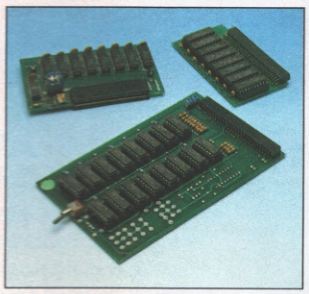

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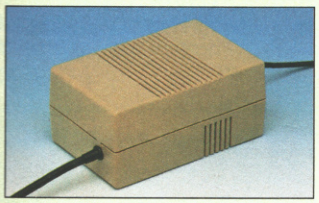

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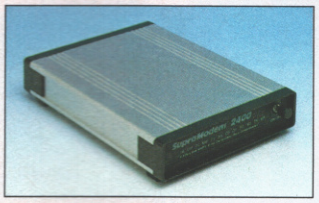

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• Fatter Agnus 8372 **£49**
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THIS IS AMIGA POWER

AMIGA POWER
ISSUE 24 APRIL 1993

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COVER DISK COMPILED BY:
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Tel 0225 442244
Fax 0225 446019

SUBSCRIPTIONS
The Old Barn, Somerton, Somerset
TA11 7PY Tel 0458 74011

AMIGA POWER IS PRINTED IN THE UK

A member of the Audit Bureau of Circulations
ABC
Registered circulation
60,184
January – June 1992

LINDA WOULD JUST LIKE TO SAY:
'Ooh look, baa-lambs, Mumsy!'

STUART WOULD JUST LIKE TO SAY:
'Take your hat off, boy, when you're talking to me'

TIM WOULD JUST LIKE TO SAY:
'Don't threaten me with a dead fish'

DAVE WOULD JUST LIKE TO SAY:
'Are you a Benny tied to a stick?'

JACQUIE WOULD JUST LIKE TO SAY:
'I've never heard anything so ridiculous in my life'

MARK WOULD JUST LIKE TO SAY:
'After that, you'd better enjoy it'

LISA WOULD JUST LIKE TO SAY:
'Does anybody want a banana?'

AMIGA POWER comes to you from Future Publishing, home of Amiga Format, ST Format, Amiga Shopper, Mega, Super Play, Your Sinclair, Commodore Format, Amstrad Action, Sega Power, TOTAL!, and GamesMaster magazine.

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'Editor *who*?' That coup explained in full, that missing *Atom Smasher* code, and the shady past of Wolf out of The Gladiators.

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Will peace and love, in the shape of charidee release *Sleepwalker*, overturn hate and violence, in the shape of ultra-nasty beat-'em-up *Street Fighter II*?

44 THE SHAPE OF THINGS TO COME
Battletoads! Again! *World Class Soccer!* Again! (Sort of). *Litil Divil* Again! And some genuine new stuff, as well.

74 BACK ISSUES/ MAIL ORDER
Still only three issues completely sold out, but you can't be too careful, can you?

77 COMPLETE CONTROL
Indiana Jones And The Fate Of Atlantis – the final part of the complete solution, plus *Alien Breed 92* maps, *Dark Seed* tips, and lots more insurmountable problems surmounted by Big Jonathan Davies.

87 THE A1200 DISSECTED
Gary Penn gets out his screwdriver and delves deep into the innards of the machine they're all calling, for entirely obvious reasons, the Amiga 1200.

97 INSERT BAD 'ROCK' JOKE
Win some extremely tasty hi-fi kit courtesy of AMIGA POWER, Core Design, and a neanderthal used-car salesman.

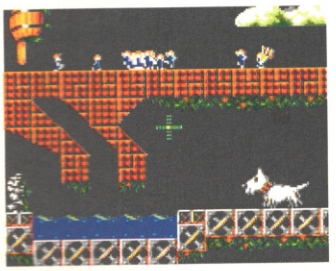
102 PUBLIC DOMAIN WITH DR DAVE
Some more fab games that'll cost you less than a British Rail sandwich, presented by Average-Sized (But Lovely) Dave Golder.

106 DO THE WRITE THING
Readers – what would we do without 'em? Throw these pages away, for a start.

112 SUBSCRIBE TO AMIGA POWER
You said we should bring the price down. We went one better. Turn to page 112 now and find out how to get copies of AMIGA POWER for free!

114 IN THE STYLE OF...
It's back! For a special interactive one-off performance, AP's answer to Bobby Davro asks – is there life on Mars?

GAMES OF THE M



LEMMINGS 2
We're not kidding – this really is it this time.

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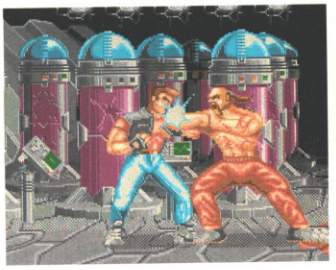

BODY BLOWS
It's better than *SF II*, but does that mean it's any good?

Page 58

A-TRAIN
***Sim City* with trains? Wasn't that *Railroad Tycoon*?**

Page 64

CREATURES
Is it another classic 8-bit conversion success story?

Page 69

ABSOLUTE POWER

We toyed with the idea of sawing a woman in half, we even considered the possibility of making the Statue Of Liberty vanish, but in the end with settled for this... Absolute Power. The aim is to review every single Amiga game ever released, give a star rating and an availability grading (except this month's that is). In the process we uncovered blasts from the pasts such as *Whirligig*, *Plutos*, and *Leathernecks*. Never heard of 'em? Never mind, Absolute Power is here to give you the rundown on these and – yes! – every other Amiga game ever.

And hey! – you could win the Editor's job for a day.

(We really hope you enjoy this feature, not only because we're very, very proud of it, but also because half the staff are now in psychotherapy because of it).

ZOOL A1200
The same great game, but now with pretty backdrops!

Page 90

WIN!
A FAB PORTABLE STEREO FROM CORE DESIGN!

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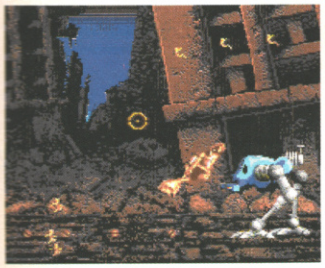
OVER 300
GAMES RATED IN EVERY ISSUE!

EMONTH



WALKER
But why didn't they just call it 'Mass Murderer' instead?
Page 60

CHUCK ROCK II
Another dose of prehistoric frolics from Core.
Page 70

SLEEPWALKER A1200
Money left after buying that A1200? Give it to charidee.
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APRIL

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87 A1200

Yes, we know we were supposed to do this last month, but we thought we might as well wait until we could tell you absolutely everything you could ever need to know about Commodore's latest addition to the ever-expanding Amiga range. What'll it do? What software can it run? Who's going to be writing games for it? All of these questions, and possibly some other ones, answered.

NEXT MONTH...

Hey, you're only reading the contents and already you want to know about next month? Well, the May issue will feature reviews of *Universal Monsters*, *Desert Strike* (no really), and *Abandoned Places 2*. There'll also be the latest news on the fab Amiga Format Live show (though no Tim N or Mark R). Wow, can you really wait until 8th April for it?

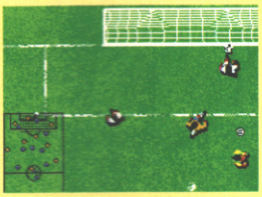
Frankly, even we don't know how we manage it, but this month, yet again, we've managed to cram more stuff onto one coverdisk than most of our competitors do on two. Disk 24 offers you football, platform action and, well, extreme violence. Read on and discover...

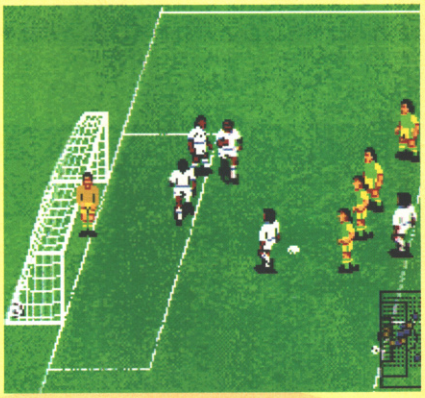
disk 24

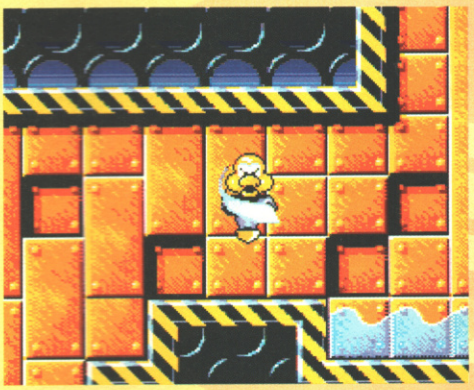
AND THIS IS DISK 24

FA PREMIER LEAGUE FOOTBALL

Long awaited in the guise of *World Class Soccer*, Ocean bring Audiogenic's game bang up-to-date with a Football Association licence.





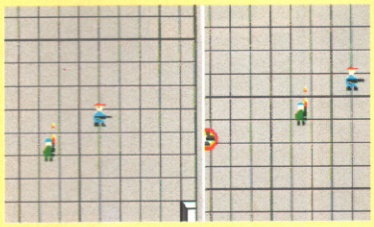


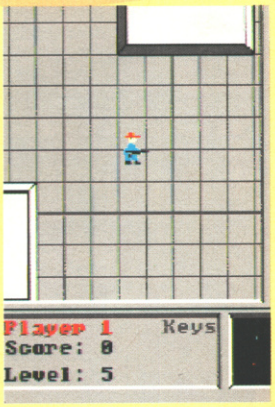
DONG

The Hidden have written several great AP coverdisk games, but now they've gone professional. Check out their first effort with four – count 'em! – full levels of duck-related larks and japes.

EXTREME VIOLENCE

Tying in closely with this month's cover theme, a great two-player shareware blaster. Kills, thrills, and spills in this split screen thang.





GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further try, the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 24, Diskcopy Labs, Unit 2+3 Omega Technology Centre, Drayton Fields, Drayton, NN1 1FR.

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- All of this month's games are one meg only.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- It really is that simple.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

OH NO! SOMETHING WENT WRONG!

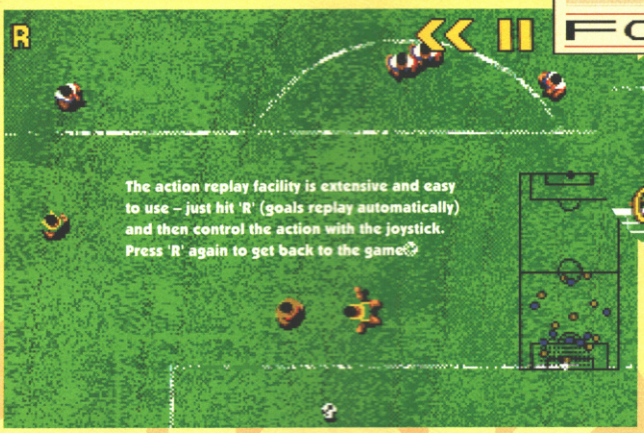
- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like'.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem, to:
AMIGA POWER Disk 24 Returns,
Diskcopy Labs
Unit 2+3
Omega Technology Centre
Drayton Fields
Drayton
NN1 1FR
- We really hoping you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks. We've tried, we really have, but we're just crap at it. So send it Diskcopy Labs. Please.

FA PREMIER LEAGUE

Publisher: Ocean

NB DUE TO CIRCUMSTANCES BEYOND OUR CONTROL, FA PREMIER LEAGUE IS NOT COMPATIBLE WITH THE A1200. WE APOLOGISE FOR ANY INCONVENIENCE. NORMAL SERVICE WILL BE RESUMED AS SOON AS WE WORK OUT WHAT 'NORMAL' IS.

We gave you *Sensible Soccer*. We gave you *Sensible Soccer Meets Bulldog Blighty*. We gave you – ah. Those would appear to be all the football games we've given you.



Examine that winning somersault in close detail. Mmm.

Just about time for another one, in that case, don't you think? *FA Premier League Soccer* is in fact the long-awaited *World Class Soccer* by Audiogenic under a different name, and there's an in-depth preview of it on page 44, so enough plot. What you get here is a demo of the overhead-view version of the game, featuring a titanic tussle between a couple of teams whose players might sound a bit

EXTREME VIOLE

Shareware

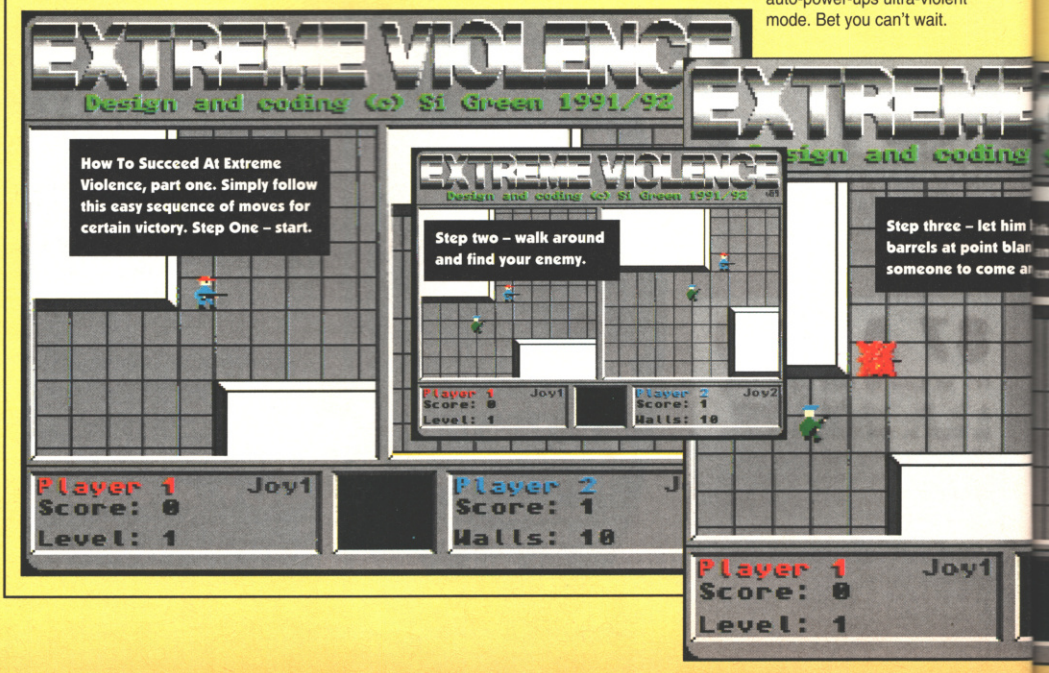
Well, it's like this. There's you and this other guy in a big arena. You and the other guy, you don't like each other much. So you decide to kill each other. And that's that.

THE RULES

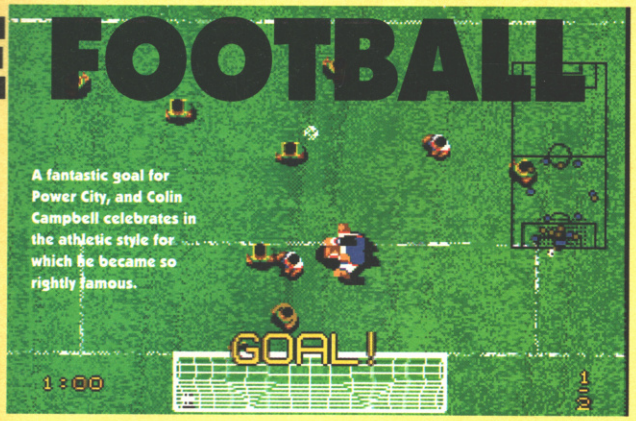
Each player has a gun which can fire one bullet at a time. If you fire again while a bullet is on screen, it'll disappear and be replaced by your new bullet. You can pick up various power-ups (speed-ups, big lasers, radar invisibility and so on), and – oh. Those would appear to be all of the rules. It's kill or be killed, folks.

COMING NEXT MONTH!

Er, if we remember this time, that is – the secret codes that let you play the special auto-power-ups ultra-violent mode. Bet you can't wait.



UE FOOTBALL



familiar (well, they did to us, anyway). It's a football game, so we'll just get straight on with the instructions, shall we?

Obviously, moving the joystick around causes your player to run in one of the eight compass directions. After that, it gets a bit more complicated. While running in one direction, holding the fire button down determines the power of the kick. If, while holding fire down, you centre the joystick and release, the ball will travel at half height. If you pull in the opposite direction to the direction you're running, you'll do a lob. If the joystick isn't centred when the fire button is pressed, a crosshair will appear on screen, which the kick will go to unless the crosshair is too far away. (The crosshair always moves away from the player, so effectively controls strength).

With the joystick centred, a short tap on the fire button will pass the ball straight to the nearest available team-mate, in the path of the direction you're moving. If you move the joystick through the various angles, you can flick quickly through several possible receivers.

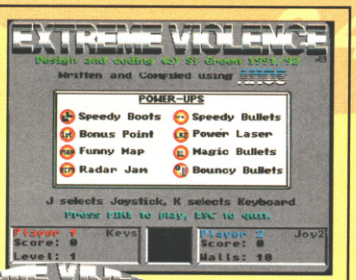
Note that passes or kicks only actually happen when you release the fire button. Fire also automatically controls headers and sliding tackles in a context-sensitive kind of way. The rest of the little subtleties, well, you can work those out for yourself. ●

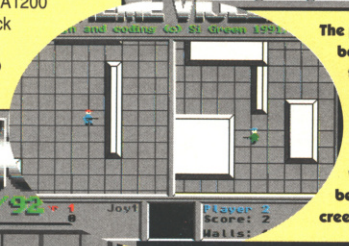
LENCE

CONTROLS

Player two uses joystick 2, player one can use joystick 1 or the keys Q, A, O, P and Space, but (ahem) there's a bit of a bug in the keyboard-reading routine if you're using an A1200 so we'd advise you to stick with the stick.

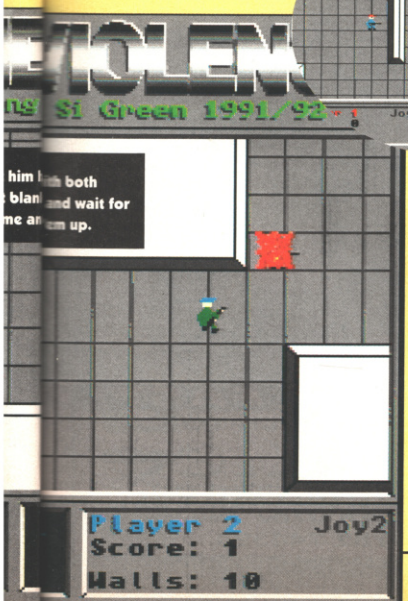
Enjoy yourselves. ●





The power-ups you'll be using – learn them well.

Later levels mean more walls to hide behind and creep around.



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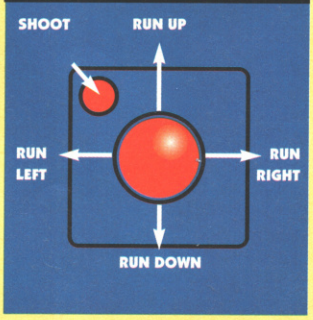
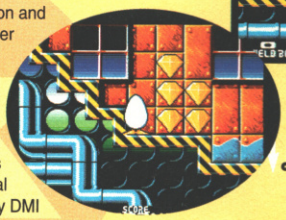


DONG

Publisher: DMI

Right – exploding duck alert!



Left – Dong was always a shy duck, and rarely came out of his shell.

This has to be one of the best demos we've had on the disk in ages. No less than FOUR full levels of duck-tastic platform action and a simultaneous two-player mode are yours for the taking in this latest corker from our veteran coverdisk maestros The Hidden. *Dong*'s a bit different, though – it's the boys' first commercial game, to be published by DMI in a couple of months' time at a recession-busting £15 price point. This early demo comes with, like we said, four levels, but the real thing will boast over 100, as well as a whole slew of extra features not yet implemented. But you don't want to know about those, you want to know about the ones which are...

ADORABLE CREATURES

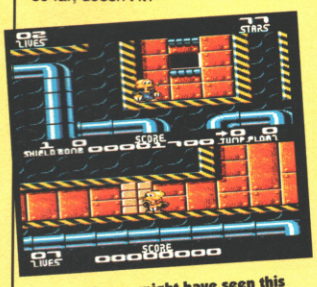
You play Dong (a duck). For entirely superfluous reasons which haven't actually been thought of yet, you're collecting Star Crystals. These gem-like crystals litter the various levels of Dong's world, including the Sub-Aqua zone which we present here for your delectation. To travel through the four stages of this incarnation of the Sub-Aqua zone, you must collect every Star Crystal and escape through the exit. Some Star Crystals are hidden away in Davy Jones-style lockers, and to access these you'll have to open up the lockers by flicking switches located elsewhere in the stages. Sounds good so far, doesn't it?

AND YET, STILL MORE

Switches, eh? Star Crystals, eh? Platforms, eh? There's something missing here, and I think it's power-ups. Luckily, *Dong* comes complete with a tasty set of power-ups. There's a shield which protects our boy with a hard-boiled shell for a limited period of time, a smart bomb which does smart bomb-type things to all visible baddies, and a couple of other ones (superjump and the ability to float on the otherwise deadly toxic water found throughout the levels) which you shouldn't have to worry about in this demo.

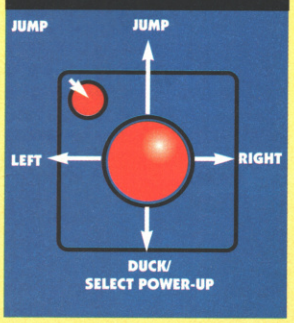
You cycle through the power-ups by moving the joystick down, and use the selected one by holding down and pressing fire. Power-ups can be found just lying about, or salvaged from the debris of slaughtered enemies.

And, er, that's it. ●



Sonic 2 players might have seen this two-player mode somewhere before.

CONTROLS



NEW AMIGA

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Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

SAVE PICTURES AND MUSIC TO DISK
Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW **PAL or NTSC MODES SELECTABLE-**
Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW **SLOW MOTION MODE**
Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

MANY MORE INSTANT CLI COMMANDS-
like Rename, Relabel, Copy, etc.

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allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

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AUTOFIRE MANAGER
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT**
Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP-**
allows you to Load/Save/Edit a Keymap.

PREFERENCES
Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT-
including compressed/small character command.

NEW **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTER-**
if you enter a command without a filename, then a file requestor is displayed.

DISK COPY
Disk Copy at the press of a button - faster than Dos Copy. No need to load workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS-
including Mem Watch Points and Trace.

NEW **BOOT SELECTOR**
Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

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TRUE STORIES

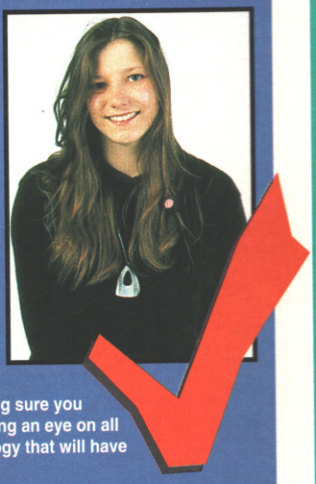
IT'S GOODBYE FROM ME...

I don't know quite what to say, except goodbye. After working on AMIGA POWER since the very beginning (phew, two years ago now), I'm moving on to pastures new. I'll still be lurking around the Future Publishing offices however, so I'll do my best to get my ugly mug in the magazine now and then (if that woman down there lets me, that is). I'd just like to thank you all for having faith in our no-nonsense reviewing system, and for helping to make AMIGA POWER the best-selling Amiga games magazine around. So goodbye, good luck, and thanks for all the wonderful letters.

Be excellent.

Mark Ramshaw, Editor-no-more

AND IT'S HELLO FROM ME



Hello! I'm the new Editor of AMIGA POWER and I'm absolutely delighted to welcome you to this, the 24th issue. (Hey! It's nearly our Silver anniversary. Ahem.) I know how some people hate change, so I just want to assure you all that AMIGA POWER will continue to occupy that very special place in everybody's hearts! No doubt there will be some changes in time, but we certainly aren't planning anything too drastic. After all, the mag is nigh on perfect as it is!

AMIGA POWER will continue to bring you honest reviews, probing previews, entertaining features, the most lively letters pages around and all manner of beautiful things. As well as making sure you know all about the latest games, we'll also be keeping an eye on all the current developments in hardware and technology that will have an effect on the games you'll be playing.

Enjoy this issue, and we'll see you next month.

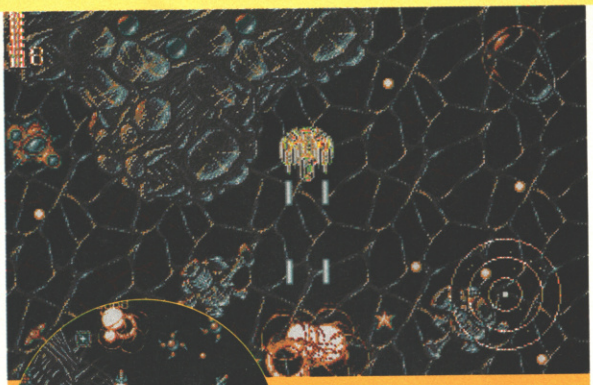
Linda Barker, Editor-in-waiting

THE SKY'S THE LIMIT

Sky are going crazy about games with a new show called GAMES WORLD appearing no fewer than five nights a week on the network.

At 6.00 'til 6.30 from Monday to Friday satellite-owning games fans will be able to sit down with their milk and cookies and experience TV heaven, including demos and reviews of new games and hardware, phone contests and tips and apparently the chance to be transported into the heart of videogames "in a way that has never been seen before." Like, wow. Look out especially for the Tuesday show, presented by one-time AMIGA POWER contributor Neil West, a fab guy who works just-upstairs-and-past-the-toilets from us as Editor of Mega magazine.

Beaming down into your homes, it's the cheery GAMES WORLD crew.



Alien-blasting's the name of the game in Core Design's not-very-subtly-titled *Blastar*.

IT'S A BLAST

This is *Blastar*, the next all-singing, all-guns-blazing game from Core Design. With a graphical style not a million miles from *Xenon 2*, and a bi-directional playfield, *Blastar* is only the second time Core have tackled the shoot-'em-up (the previous effort being the disappointing *Frenetic*). Fingers crossed for a high adrenalin blast of a quality to match *Chuck Rock II* (see review this issue).

ZOOL ZOOMS INTO THE ARCADES

Zool, the most popular Ninja from the Nth dimension in the world, is to have his own coin-op arcade game, produced by Gremlin in alliance with Bell-Fruit Manufacturing. *Zool* is one of the first computer games to be converted into a coin-op, which just goes to show what a popular little Ninja he is. As Gremlin's Marketing Director, David Martin says, "The reaction to *Zool* from day one has been ecstatic and we are both delighted and excited by this development."

Although the arcade version will stick to the gameplay and style of the Amiga version, there are a wealth of new features promised, and an astounding 100 levels to get through. It'll be hitting an arcade near you this summer and will probably sit next to that one where you have to try and grab a teddy bear with a big metal claw. Or something.

Meanwhile, *Zool 2* is already under production. Rumours abound about new features it will have, including one concerning a *Sonic 2*-style two-player mode. But Nick Clarkson of Gremlin was being very cagey on the subject: "There's not much I can tell you, except that the programmers have been working on it for the last couple of weeks and it should be finished by September.

Nick had one other vital point to make: "I'd also like to set the record straight now – Zool is not an ant. Somehow this piece of misinformation has been bandied about since the early days of *Zool*, but it's simply not true and we'll be starting an 'I am not an ant' campaign in the near future to put things to rights."

A GOOD SPORT

Microids have announced the follow-up to their highly popular *Superski2*, and this time it's based around athletics. *Supersports Challenge* is a multi-sports sim featuring ten events – 100 metres, 110 metres hurdling, javelin, shot put, high jump, pole jump, long jump, triple jump, 100 metres freestyle swim and 4 x 100 metres relay swim. Plus, all the action will be viewable from many different angles. Could this be the first truly great athletics game on the Amiga? Keep an eye on our reviews in AMIGA POWER to find out.

ELECTRONIC OCEAN

Ocean have announced a tie-in deal with Electronic Arts which allows them to re-release old EA titles on their budget Hit Squad label. Prices will be between £7.99 and £14.99, and among the first titles to hit the streets under this arrangement are *Budokan, Populous & Promised Lands, Strikefleet, The Immortal, 688 Attack Sub, Hard Nova* and *LHX Attack Chopper*. Eek.

MORE GAMES AT HMV

HMV are to double the size of their games operation within existing stores, and new stores being planned will have prominent games sections. They entered the games market over a year ago, and have been experiencing much success, which perhaps lends more credence to the much-touted "games are killing pop music" argument. Gerry Berkley, HMV's Computer Games Manager, says, "We're delighted with our trading results over the Christmas period and business in January has continued to perform well above expectations."

ARNIE'S BACK

Speculation is rising about licensing of the summer's big movies. The rights to Steven Spielberg's Jurassic Park were bagged by Ocean a while ago, but there's been no official word on that other potential blockbuster, Arnie Shwarzenegger's big summer movie – The Last Action Hero. The word is that this is going to be one mutha of a movie, and we've got our suspicions as to who will do the game. We'll bring you news as we get it.

DYNAMITE GO BANG

Computer chain Future World, who also ran the mail order business Dynamite Computers, have gone into administration. The administrators, Pannell Kerr Forster's, are advising customers of Dynamite who have not received goods to register their claims as soon as possible.

Bob Hamblin of PKF advised: "Credit card transactions for over £100 should be covered by insurance. Claimants should contact the credit card company. Some companies also insure claims of under £100 for 90 days following the purchase, so people must move quickly."

Anyone who sent a cheque or postal order to the company or who fails to have their claims resolved by the above method must write to PKF outlining their complaint in full. The address is Pannell Kerr Forster, 159 Charles Street, Leicester LE1 1LD.

Obviously, AMIGA POWER takes the greatest care when taking advertisers on board, but it's inevitable in the current economic climate that companies can face difficulties. For your protection, here are a few points regarding mail order to help you buy with confidence.

- Before you send any money, ring the supplier to confirm that the game you want is in stock. Ask when the delivery is likely to be made, and enquire about returning unwanted goods and the supplier's refund policy. Find out about hidden extras like postage and packing charges, and whether the prices you are quoted include VAT.
- Beware of companies that do not include their addresses in their advertisements.
- Beware of any company that is always on an answering machine.
- If ordering goods of more than £100 in value, always try to use a credit card – as then you are likely to be insured against unscrupulous retailers (if you aren't sure, check with the credit card company). Failing that, use a crossed cheque or postal order. Never send cash through the post.
- If a problem does arise, contact the supplier in the first instance and calmly and politely explain your problem. In most cases these things are merely a mix-up or a misunderstanding that the supplier will happily put right. If you think you have a genuine grievance that has not been resolved, you might consider contacting your local Trading Standards Officer (the number will be in the phone directory).
- Always keep records of correspondence with any mail order company that you deal with and also make a note of where and when you saw the product advertised. In some cases Future Publishing may be able to mediate on your behalf with the supplier.

SLEEPWALKING (PT2)

Oops! Gremlins managed to cut the last few words from our Gary Bracey interview-ette last month. You may remember that Gary was discussing the way that money was sliced up on *Sleepwalker*, with £4.32 going to Comic Relief. Take two...

"At the end of the day we're hoping to raise half a million quid for Comic Relief. The reality of the question is 'Is it better to do it than not to do it?' and I think there's an easy answer to that."

Indeed there is. That sounds fair enough. Thanks Gary.

SPECIAL RESERVE IT

We've had readers plugging 'em countless times in our letters pages, and now they're offering AMIGA POWER readers a special discount with their first order.

With over 150,000 members, Special Reserve's aim is to provide the best prices, service and largest selection of products for the Amiga (plus pretty much every other computer and console format). With sales teams answering phones seven days a week, Special Reserve even have an advanced ordering system which enables you to order early and receive a game the same day!

UK membership is £6.99, which entitles you to bumper pack deals, discounts on games and six issues of the Special Reserve club magazine (which carries £30 worth of money off coupons in each issue). Examples of current offers include *F1GP* for £14.99, *Dune* £13.49, and *Monkey Island* £13.49.

The coupon below entitles you to £1.50 off your first order with Special Reserve, plus by entering this simple competition you can win one of 20 Competition Pro Extra joysticks. Simply tell us which top pop group had an album called Stick Around For Joy? Send your answer on a postcard (by 30th April) to Special Reserve Joy, AMIGA POWER, 29 Monmouth Street, Bath, BA1 2DL.

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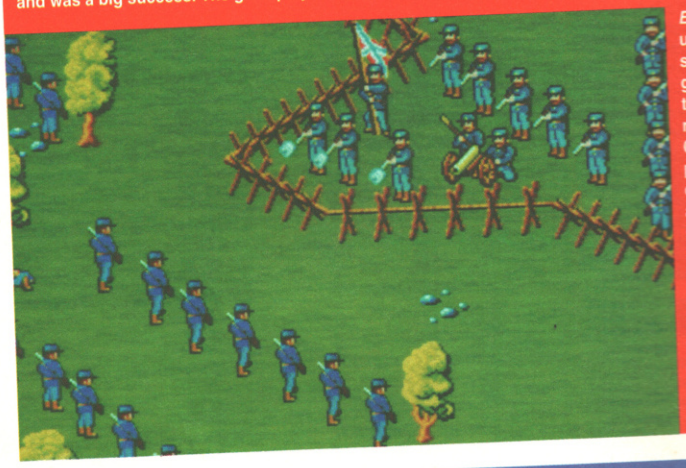
This coupon entitles you to £1.50 off when you join and order at least one item from Special Reserve's advert in this issue of AMIGA POWER (see the inside front cover for the advert).

GOOD IMPRESSIONS

Impressions have a reputation for their quality wargames, and for fans of the genre there's good news in the shape of three exciting new releases from the company.

First up we have Edward Grabowski's *The Blue and the Gray*, a Micro Miniatures American Civil War simulation. It's a campaign war game stretching over a map from the Mid-West to the East Coast and from Florida up to New York, and it features an easy to use point-and-click control system. Chris Bamford, Development Manager at Impressions, said "Our last mini-war game was called *Samurai*, and was a big success. The gameplay involves lots of little figures who fight fully-animated battles, and there are three levels of map to view as well." It should be available in May.

When Two Worlds War is another strategy war game, this time between two planets and set in 2121. "Despite the title it's less of a war game. It's a sci-fi game where most of what you do is not actually fighting but allocating resources – farms, factories, research centres and so on. You can then design and build different military units, and the fighting takes place over three different locations, your planet, the enemy's and the space in between." *When Two Worlds War* will be available in March.



Finally, *Rules of Engagement 2*, follow-up to the highly successful... well, guess. "The core of the game will be very recognisable," says Chris, which should please fans of the original. Described as a real-time, strategic space combat game, it includes a mission and campaign builder, and you can even design the solar system within which the battles will take place. It'll be available around summer time.

ATOM SMASHER – THE CODES!

Oops! Like all other humans, we on AMIGA POWER are predictably fallible, and so forgot to print the codes for ATOM SMASHER, the fab game off issue 22's cover disk. Hundreds of phone calls (well, over twelve) have prompted us to rectify this most heinous error.

First up is a plain old cheat – type in CATHERINE ZETA JONES on the menu screen and it'll say 'Ready.' Start the game normally, then use 'S' to skip levels, 'L' to toggle infinite lives on or off, and 'I' to toggle invulnerability.

The code for the level editor is ZANDALEE:

ESC – Return to main menu.
DEL – Totally blanks the selected depth.
M – Toggles between BLOCK and BADDIE mode.
G – On depth 2, toggles graphic style through Metal, Rock, Snow, Brick, Krypton.
[and] – Toggle through existing levels.
F1/F2 – Play level in 1/2 player mode.

Designing a maze

Each level consists of three layers, and pressing 'D' will go through them. Depth 0 is where the backgrounds are designed, depth 1 is where the ice, mud and mines go, and depth 2 is where you actually design the maze. On depth 2, pressing 'SPACE' takes you to the block select screen, where you can select any block by pressing fire. This then puts you in BLOCK MODE (which appears at the bottom right of the screen) where you can place the block by pressing fire again.

Placing characters

Select depth 2 and press M to go into BADDIE MODE. Position both players by pressing '1' and '2' at the desired positions. You can toggle through the baddies using the comma and full-stop keys, and can place them using fire, or replace existing baddies by first selecting the space, and then adding your preference. Baddie characteristics can be changed by placing the cursor over it and then using the arrow keys:

UP – Increase baddie speed.
LEFT/RIGHT – Decrease/increase the rate at which baddies drop hazards, from 01 (a hazard every move) to 99 (every 99 moves). 00 means it'll never drop anything.
DOWN – Increase drop speed by 10.

Pressing '9' will change the speed at which the baddies will then appear.

Once you've placed all the initial baddies, pressing RETURN takes you onto the QUE screen, where you can place up to 50 replenished ones. Pressing '0' will change the time between these baddies appearing.

Any new levels can now be saved on a blank disk by returning to the main menu and selecting the SAVE option. Simple, n'est-ce-pas?

MORE HUMANS

If you've got through *Humans* and you're gagging for more, why not go for *The Human Race – The Jurassic Levels*, Mirage's new follow-up. It gives you 80 more levels that are apparently the toughest yet, and will be available as both a data disk which you can use with the original and also as a stand-alone version. The levels feature more dinosaurs, more tribesmen and even more chaotic terrains for you to overcome, though you still have all the objects from the original game at your disposal. It'll be available very soon at £19.99 for the data disk or £29.99 for the stand alone version.

REVEALED! THE SHADY PAST OF TV GLADIATOR WOLF!

Taking our cue from those tacky news snippets on The Word, we're delving into gossip territory. Take a very close look at the beefcake on the artwork from the old Palace hack-'em-up *Barbarian*. Yes, it's none other than Wolf, of musclebound TV series The Gladiators. We just bet he doesn't have that one in his portfolio. Er, that's it really.

I'M INNOCENT I TELL YOU!

Strange but true, Psygnosis are working on a new adventure for the Amiga called (eek!) *Innocent – Until Caught*. Representing something of a departure for the company (ie it's not a cute puzzle/platform game),

Nik Wild, Producer of *Innocent – Until Caught*, explains: "*Innocent – Until Caught* puts the player in the role of Jack T Ladd, having just been captured by the Intergalactic Revenue Service, who promptly give you a huge tax bill. It's then up to the player to go off and find a way to pay it. As the plot unfolds you realise that there's more to the IRS than meets the eye."

From this simple beginning a series of events and twists of fate take the player into deeper and deeper water, from planet to planet, etc, etc. Psygnosis are keeping the visual side under wraps, but if the actual game can match the storyboarding, then we could be looking at something really interesting. Following the PC version, the Amiga game is slated for an April release.

FOOT NOTE

New from Spectravideo is a nifty new game controller which you play with your feet. Designed to be used in conjunction with your existing controller (joystick or joy pad), it's apparently particularly useful with flight and racing simulations. it's got industrial-standard micro switches and costs £24.99.

AMIGA POWER RECOMMENDS

Despite a serious après-Christmas software slump, there're still all these fab games out there. Get 'em while they're hot, hot, hot.

LEGENDS OF VALOUR (US GOLD)

So it's not perfect (we can't overlook the small screen size needed to play it at any decent speed, and the silly £40 price), but this is still in a whole different league to most Amiga role-playing games. The smooth-moving texture-mapped graphics leave *Eye Of The Beholder* et al back in the Dark Ages, and the game itself is just beautifully designed and well-plotted. The ground has been broken for some seriously amazing software, but this'll do fine for now.

SLEEPWALKER (OCEAN)

You certainly won't be finishing this in your sleep, punters. Not to be confused with the infinitely more violent *Walker* (reviewed on page 60), *Sleepwalker* is one of the most addictively frustrating games we've seen in ages, but somehow the lovability of the central character stops you from giving up in disgust even after the dopey kid you're trying to save walks into a deadly trap for the 30th time in succession. It's all for charidee, but that's the least of its admirable features – this is fun first, fundraiser second.

COMBAT AIR PATROL (PSYGNOSIS)

This has to be the fastest flight sim that we've seen so far (and you should see it shift on an A1200!), and the first jet-piloting game any of the arcade fans here have really wanted to play since the heady days of *F-29 Retaliator*. *Combat Air Patrol* is easy enough for anyone to get into, but it's also stuffed with enough details and 'realism' to keep the more demanding flight-sim propeller-heads happy too. At last the biplane classic *Knights Of The Sky* meets its modern-day match.

RAGNAROK (MIRAGE)

Another shocking price tag (£35 for a single-screen board game? Get real, Mirage), but The King's Table (the ancient Viking predecessor of chess on which *Ragnarok* is based) is a wonderful and absorbing game and it's well worth getting into it via this slick and pretty version. Unless you've got a friend, of course, in which case you'd be better off getting into it via the ordinary, tactile, board version which only costs a tenner from 'Past Times' shops (branches all over the country). Can I have that fiver now?

THE CHAOS ENGINE (RENEGADE)

It's in the shops at last, and if we're any judges it'll go flying right back out of them in a lot less time than it took to get there. The Bitmap Brothers' *Gauntlet*-with-puzzles blastathon has still got most of the office hooked two months after we first played it, and in these *Sonic*-heavy days of games you can finish in two hours, that has to be good going in anyone's book. We're going to be lost in this atmospheric hunk of Victorianarama for quite a while yet, and now you can join us. Come on in, it's lovely.

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AMIGA POWER PENGUIN GALLUP CHARTS TOP 100

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1 (1) **STREET FIGHTER II** US Gold £27.99 ★★★
2 (2) **ALIEN BREED: SPECIAL EDITION 92** Team 17 £10.99 ★★★★
3 (NE) **SLEEPWALKER – COMIC RELIEF** Ocean £25.99 ★★★★
4 (6) **PREMIER MANAGER** Gremlin £25.99 ★★★★
5 (3) **SENSIBLE SOCCER 92/93** Renegade/Mindscape £25.99 ★★★★★
6 (4) **WING COMMANDER** Origin/Mindscape £34.99 ★★★
7 (65) **NICK FALDO'S CHAMPIONSHIP GOLF** Grandslam £25.99 ★★★★
8 (5) **ZOOL** Gremlin £25.99 ★★★★★
9 (7) **INDIANA JONES: FATE OF ATLANTIS** US Gold £37.99 ★★★★★
10 (12) **TRIVIAL PURSUIT** Hit Squad £7.99 ★★

11 (11) **JAMES POND** GBH £7.99 ****
12 (9) **F16 COMBAT PILOT** Action 16 £9.99 ***
13 (8) **DIZZY: PRINCE OF THE YOLKFOLK** Code Masters £7.99 ***
14 (15) **PRINCE OF PERSIA** Hit Squad £7.99 ****
15 (14) **ROAD RASH** EA £25.99 ***
16 (10) **AV8B HARRIER ASSAULT** Domark £34.99 *****
17 (27) **FIRST DIVISION MANAGER** Code Masters £7.99 ****
18 (16) **CAMPAIGN** Empire £34.99 ****
19 (29) **INDIANA JONES – GRAPHIC ADVENTURE** Kixx XL £14.99 *****
20 (30) **MONKEY ISLAND 2** US Gold £37.99 *****
21 (NE) **LEGENDS OF VALOUR** US Gold £37.99 *****
22 (NE) **TERMINATOR 2** Hit Squad £7.99 *
23 (17) **SPELLBOUND DIZZY** Code Masters £7.99 ***
24 (18) **LOTUS TURBO CHALLENGE** GBH £9.99 ***
25 (37) **FUN SCHOOL 2 OVER 8'S** Hit Squad £7.99 ***
26 (39) **BUBBLE DIZZY** Code Masters £7.99 ***
27 (NE) **SEUCK** GBH £9.99 ***
28 (20) **TEST DRIVE 2** Hit Squad £7.99 **
29 (NE) **HERO QUEST** GBH £9.99 *****
30 (RE) **ROME** Millennium £29.99 ***
31 (29) **SUPERCARS 2** GBH £9.99 ***
32 (34) **CIVILIZATION** MicroProse £34.99 ***
33 (NE) **RBI 2** Hit Squad £7.99 ***
34 (35) **MAGIC LAND DIZZY** Code Masters £7.99 **
35 (38) **PANZA KICK BOXING** Kixx £9.99 *
36 (42) **BATTLEHAWKS 1942** Kixx XL £14.99 ***
37 (59) **SIM EARTH** Ocean £34.99 *
38 (49) **JOHN MADDEN** Electronic Arts £29.99 *****
39 (31) **MIDWINTER** Kixx XL £12.99 ***
40 (13) **WWF EUROPEAN RAMPAGE TOUR** Ocean £25.99 *
41 (NE) **CRYSTAL KINGDOM DIZZY** Code Masters £19.99 *
42 (58) **JACK NICKLAUS GOLF** Hit Squad £7.99 ***
43 (72) **DR WHO – DALEK ATTACK** Alternative £16.99 *
44 (19) **STREET FIGHTER** Kixx £9.99 ****
45 (46) **ROBOCOP 2** Hit Squad £7.99 ***
46 (60) **RAINBOW ISLANDS** Hit Squad £7.99 *****
47 (25) **SWIV** Kixx £9.99 *****
48 (99) **LEMMINGS/OH NO! MORE LEMMINGS** Psygnosis £29.99 *****
49 (23) **PINBALL FANTASIES** 21st Century £29.99 *****
50 (33) **JIMMY WHITE'S WHIRLWIND SNOOKER** Virgin £29.99 *****
51 (38) **FUN SCHOOL 2 6 – 8 YEARS** Hit Squad £7.99 ***
52 (40) **FUTURE WARS** Kixx XL £12.99 ***
53 (41) **PUTTY** System 3 £25.99 *****
54 (92) **COMBAT CLASSIC** Empire £29.99 ****
55 (47) **TREASURE ISLAND DIZZY** Code Masters £4.99 ****
56 (52) **PRO TENNIS TOUR** Hit Squad £7.99 ****
57 (NE) **INTERNATIONAL TRUCK RACING** Zeppelin £7.99 **
58 (28) **HUMANS** Mirage £29.99 ***
59 (69) **BIGNOSE THE CAVEMAN** Code Masters £7.99 ***
60 (22) **ARCHER MACLEAN'S POOL** Virgin £25.99 ****
61 (21) **PGA TOUR PLUS** EA £29.99 ***
62 (NE) **PINBALL MAGIC** Kixx £9.99***
63 (74) **PROJECT X** Team 17 £25.99 ***
64 (NE) **TROLLS** Flair £25.99 ****
65 (36) **AMERICAN TAG TEAM WRESTLING** Zeppelin £7.99 *
66 (87) **FALCON** Action 16 £14.99 ***
67 (RE) **RICK DANGEROUS 2** Kixx £9.99 **
68 (48) **CAPTAIN DYNAMO** Code Masters £7.99 **
69 (53) **MINI OFFICE** Europress £59.99 ***
70 (45) **LOTUS 3: THE ULTIMATE CHALLENGE** Gremlin £25.99 *****
71 (26) **FORMULA 1 GRAND PRIX** MicroProse £34.99 *****
72 (NE) **JAGUAR XJ220** Core Design £25.99 ***
73 (80) **FUN SCHOOL 2 UNDER 6** Hit Squad £7.99 ***
74 (51) **ASSASSIN** Team 17 £25.99 ****
75 (85) **FLIGHT OF THE INTRUDER** Action 16 £14.99 ***
76 (44) **FIRE AND ICE** Renegade £25.99 ****
77 (91) **DUNE** Virgin £29.99 ****
78 (63) **GRAHAM TAYLOR SOCCER CHALLENGE** Krisalis £25.99 ****
79 (54) **ULTIMA V** Origin/Mindscape £29.99 ****
80 (64) **ZAK MCKRAKEN** Kixx XL £12.99 ***
81 (50) **NIGEL MANSELL** Gremlin £29.99 ****
82 (98) **SPACE SHUTTLE SIMULATOR** Virgin £30.99 **
83 (RE) **ROBIN HOOD** Code Masters £7.99 **
84 (70) **DREAM TEAM** Ocean £25.99 **
85 (73) **SPACE CRUSADE** Gremlin £25.99 ****
86 (NE) **EASY AMOS** Europress Software £34.99 **
87 (RE) **LURE OF THE TEMPTRESS** Virgin £30.99 *****
88 (RE) **A320 AIRBUS** Thalion £35.99 **
89 (RE) **CHESSMASTER 2100** Mindscape £14.99 ***
90 (100) **M1 TANK PLATOON** MicroProse £24.99 **
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92 (NE) **DARK SEED** Cyberdreams £34.99 ****
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We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full pricers together, games are rated in stars, and now they're sponsored by Penguin!

STREET FIGHTER II

For the second month in a row the game that caused the biggest stir last year has proved just as successful on the Amiga and is sitting comfortably at the number one spot. It's the touching and heart-rending story of a woman and her struggle to save the land she loves... no wait, that's not right. It's a jolly good game about fighting. That's the one.

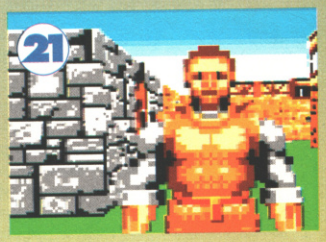
SLEEPWALKER

The highest new entry this month is the charidee smash *Sleepwalker*. Jo Cooke from Ocean said, "We're very pleased with the success of *Sleepwalker*. The backing from the media and all the retail outlets has been second to none. Comic Relief are very encouraged by the support they've had from this industry, and we hope they will continue to work with us in the future."

NICK FALDO'S GOLF

A new contender for the Amiga golf game crown has shot straight into the charts at number seven. Stephen Hall of Grandslam said they were "Absolutely delighted with the positive reaction. The success is a credit to our development staff, programmers, and our professional distributors and retailers. I am looking forward to continued success with the *Nick Faldo* Data Disks due later this year."

LEGENDS OF VALOUR



The RPG makes a comeback with this corking adventure from US Gold. In at number 21, this is now the best RPG on the Amiga. Graham Lilley, part of the programming team said, "We really feel that we got the best out of the Amiga with this game, and it looks like sales are going to reflect this."

CHARTS COMPILED BY GALLUP
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THE SHAPE OF THINGS TO COME

If these aren't the most intense previews ever written, then the devil doesn't scuba dive. Stay hungry...

The replay feature is extraordinarily comprehensive, featuring rewind, fast forward, and scan-the-whole-pitch options.

And here's that other viewpoint. As you can see, it's a bit spacier, and it feels lots faster, too.

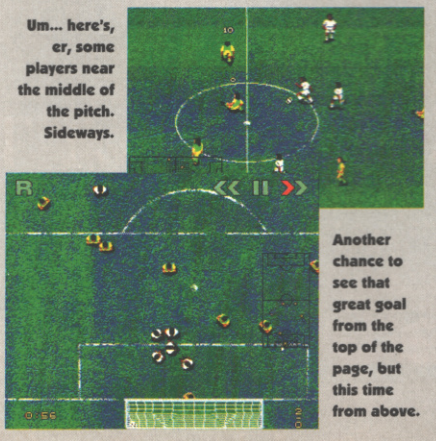
FA PREMIER LEAGUE FOOTBALL

Game: FA Premier League Football
Publisher: Ocean
Authors: Audiogenic (Graham Blighe)
ETA: April

Briefly: Hey, MTV generation, anyone remember issue 14? Anyone? If you do, you'll recall our giant preview of (what we thought would be) last summer's big football game releases. Included in the superbly-written feature *(That's enough – Ed)* was a game called *World Class Soccer* by Audiogenic, which claimed (or rather, the company's boss did on its behalf) to be 'a much better game' than the then-forthcoming *Sensible Soccer*.

WCS was a thematic sequel to Audiogenic's excellent (at the second attempt) *World Class Rugby*, and boasted a Unique Selling Point in the form of a two-perspectives approach, giving the player a choice between overhead-view *Sensible Soccer* style and *Manchester United Europe*-esque sideways-on horizontal scrolling, with the viewpoints switchable at any time, even in the middle of an action replay.

Sadly, despite being pencilled in for an August release, *World Class Soccer* suffered a succession of setbacks, and ended up not getting released at all. Now the code's been bought up by Ocean, along with a useful FA Premier League licence tag, and with a few last little bits of fiddling, the game should finally see the light of day any minute now. We'd normally shout 'Hurrah!' at this point, but I've got a bit of a sore head and can't be bothered.



Um... here's, er, some players near the middle of the pitch. Sideways.

Another chance to see that great goal from the top of the page, but this time from above.

The Creators Speak: So, why isn't it coming out on Audiogenic any more? Over to that firm's Peter Calver. "We thought we'd written the best football game around, but the honest truth of the matter is that the Audiogenic name didn't really carry the credibility to bypass the huge *Sensible Soccer* hype and get it to Number One, however good it was. The Ocean name, conversely, we knew could get it to Number One even if it maybe wasn't the most brilliant game ever.

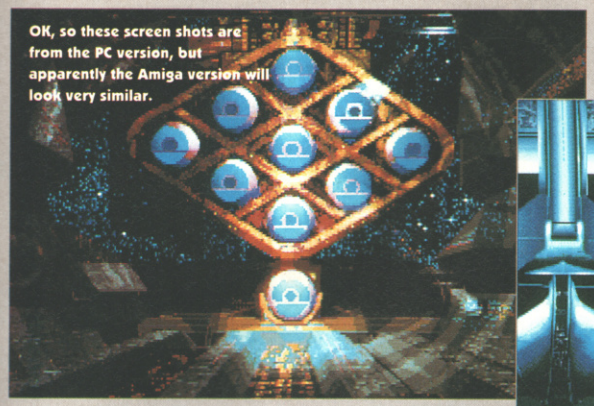
"The bottom line is that on Ocean, the game's likely to sell four or five times as many copies, and that's what we want. While our royalty will obviously be much smaller, we'll probably still make as much money from the increased sales, without having to take on loads of marketing staff who'd have nothing to do for most of the rest of the year. We employ about 25 people at Audiogenic, but only two aren't directly involved with software development, and we're happy to leave the marketing to a firm like Ocean with their massive clout in that department.

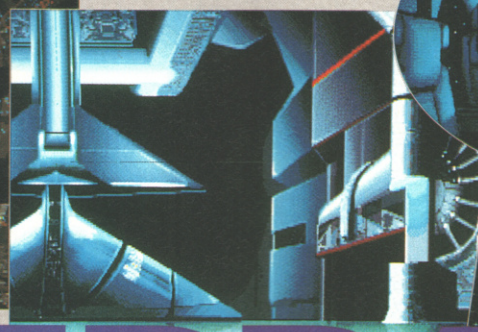
"We thought we'd written the best football game around"

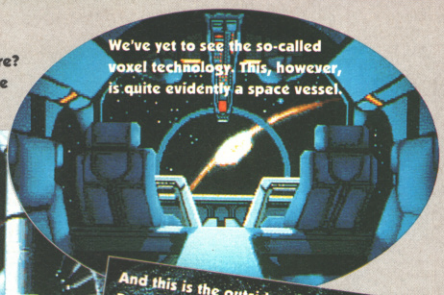
"As for the game itself, I think it's the best football game ever, simply. We've taken all the best features from the other games in the genre, along with several completely new ideas of our own, and I think the double viewpoint enables us to strike the right balance between a realistic look – which I think *Sensible Soccer* lacked – and playability, which it certainly had. *Sensible* was a good game, but I think a lot of people went a bit overboard on it. I think this could win over both *Sensible* and *Kick Off 2* fans – it's done so already with one of our testers, who simply didn't think a better game than *KO2* was possible. And Graham Blighe, the game's programmer, has been writing football games almost exclusively for five years now, so he knows his subject, too."

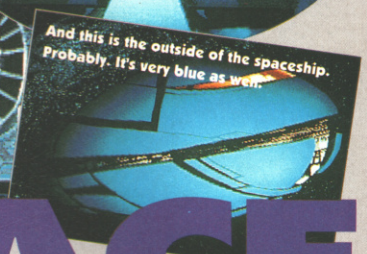
Verdict So Far: The version we saw still had an awful lot of tweaking to be done and barring a particularly exceptional miracle it's not going to be a *Sensible*-beater, but there're a lot of very neat features and there's still a gap in the market for the second-best football sim. Promising, but when Ocean took it away, I loaded *Sensible Soccer* up again...

● *STUART CAMPBELL*


OK, so these screen shots are from the PC version, but apparently the Amiga version will look very similar.


There's a very blue look to this, isn't there? Picasso once had a blue period (when he had lots of blue paint to get rid of).


We've yet to see the so-called voxel technology. This, however, is quite evidently a space vessel.


And this is the outside of the spaceship. Probably. It's very blue as well.

CYBERRACE

Game: CyberRace
Publisher: Cyberdreams
Authors: John Krause, Gary Vick, John Hagerman, Eric Enroth, Syd Mead, Louis Johnson
ETA: September 1993

Briefly: Coming later this year from Cyberdreams, the company who brought you *Darkseed*, is this futuristic racing game. It's set in the future (naturally), where a furious space-war is raging between the Terran and Kalidasian empires. Rather distressingly, this particular war is ripping a hole in the very fabric of the galaxy (or at least leaving a bit of a untidy mess). So, the more environmentally-aware civilisations in the area force the two aggressors to settle their differences on the race track. The *CyberRace* track in fact.

You play Clay Shaw, one of the niftiest racers in the galaxy. He's also a pacifist, so the Terrans have kidnapped his girlie in order to force him to participate in the races. You're racing to save your loved one and the existence of your planet. Heavy.

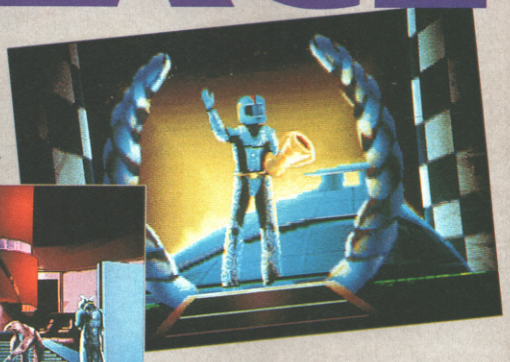
It sounds exciting, but what's also interesting is the use of a new graphics technique called "voxel-based rendering technology". A voxel is evolved from a pixel, but it describes depth as well as the graphical point on screen. Sounds spooky, but it should offer much more realistic landscapes than the pyramid-shaped shaded polygons we're used to.

The Creators Speak: Voxel technology also enables landscapes to be based on existing topographies. As John Krause, Chief Technical Officer and programmer, explains: "Imagine a race set on the planet Mars, that utilises the actual satellite-based data of that planet's landscape, and you get an understanding of the exciting possibilities that voxels represent."

I asked James Lamorticelli, Managing Director of Cyberdreams UK, whether it's really just a standard racing sim that's simply set in the future. "No, it's half racing sim, half adventure game. The voxel technology has been used to create over 10 different race tracks, each with different scenery, but between the races you can update your vehicle, buy weapons, interact with other characters and even have romances. There'll also be cinematic sequences and digitised speech in the game."

"Half racing sim, half adventure game"

One man who's evidently responsible for much of the cinematic quality of the game is 'Visual Futurist' Syd Mead, whose credits include design work on many science fiction films including Blade Runner, 2010 (Another Space Odyssey), Aliens and Tron. Says Mead, "*CyberRace* has everything I like going for it. The technology in the world of games fascinates me." The rest of Cyberdreams are extremely pleased to have him work on the project also. James Lamorticelli said, "He has a very acute futuristic sense of concepts and design. For this game it ties in very well."


Clay Shaw, whatta guy. Racer extraordinaire, saviour of the planet and awesome lover.

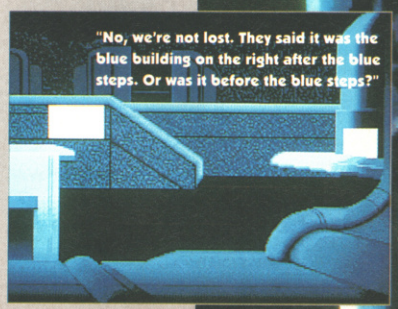
It was a typical (and red) evening at the Kalidasian student bar.

The screen shots shown here are all from the PC version. Are they actually part of the game, and will they look the same on the Amiga? "The screen shots are from the adventure part of the game. We haven't shown any of the voxel technology yet, except at the CES in Las Vegas, but we'll be unveiling the voxel-based graphics in the UK at the ECTS show in April. As for the Amiga version, it will have a consistent look with the PC version, just as *Darkseed* did."

Verdict So Far: Well, everybody at Cyberdreams is very enthusiastic about the game, and it looks like it's going to have a lot to offer. *Darkseed* was an extremely professional game, and if we can expect the same from *CyberRace* we're in for a real treat. We're all looking forward to it here.

● *TIM TUCKER*

"Clay, these are the guys you'll be up against."
"Ah, well you see, there's a bit of a problem. I've got this video that needs taking back to the shop..."


"No, we're not lost. They said it was the blue building on the right after the blue steps. Or was it before the blue steps?"

Litil Divil's path is fraught with danger at every turn. You're going to have to find the right weapons and tools on the way too.

It's a variation on an old English game called tennis. Except the net's made of a spider's web, and the participants don't look human.

Now this is the kind of spider that you can't just wash down the plug hole. No, this one's more likely to need a reasonably large explosive placed under it.

It looks like a mermaid princess. Litil Divil's luck may have changed here, but somehow I doubt it.

You know you're going to need that thing at some point, but how are you going to get at it? Jump?

LITIL DIVIL

Game: Litil Divil
Publisher: Gremlin
Authors: John Mclaughlin, Tommy Rolfs, Dominic Regan, Philip Plunkett, Nichola Sedgewick, Aidan Walsh, John Moore
ETA: April

Briefly: After three years in the pipeline, Gremlin's next little monster (literally) is finally set to hit an Amiga near you in April. It's the story of Mad Mo and his discovery that the Lost City of the Underworld is in his cellar. Obviously, he has to take a look, but unfortunately he makes the mistake of pausing to drink some water from a pool before the gate to the Underworld, and it turns him into a little devil. Or Litil Divil if you will. Now his task is to get through the City of the Underworld to the Fountain of Normality and recover his normal shape.

The game consists of five levels, containing puzzle rooms connected by tunnels and corridors. To make things worse, Litil Divil is being followed by a being called the Entity, and if you take too long solving puzzles he catches up and tortures the unfortunate Litil Divil.

The Creator Speaks: I spoke to John McLaughlin, part of a big team of people working on the game in Ireland. The screenshots look fantastic, rivalling the *Dragon's Lair* games in quality, but is the gameplay going to be as lacking as in those games too? "No, there's far more control than that. We felt that *Dragon's Lair* looked great, but there was no game in there. With *Litil Divil* you have complete control of the character, you can move him in all directions, it's going to be an awful lot more playable."

Are the tunnel sections of the game standard platform-type gameplay? "No, they're 3D scrolling corridors, more in the vein of *Dungeon Master*. You control the character using a joystick and there are pits, flames, hands reaching out and punching you, it's a real challenge. There's also treasure to be found and some of the pits lead to secret chambers where you can get bonuses."

"You have complete control of the character"

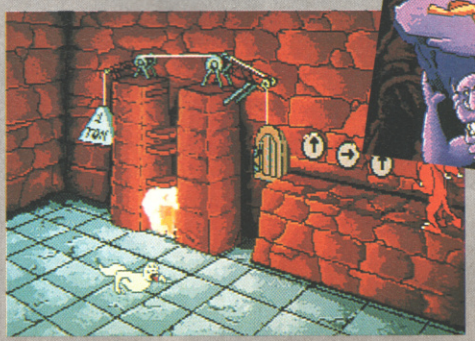
What about the puzzle rooms? "They will be from a completely different viewpoint. There are 40 different rooms in the game, which are split about 50/50 between puzzle and arcade-style rooms. They serve two purposes, some to get through them and open doors to get to the rest of the maze and others to get objects that will help you later in the game. One of the levels features a 3D maze with different gameplay again, so there's going to be a good deal of variety in the finished game."

The Litil Divil looks appealing as a game character. "Yes, we've given him a personality all his own. For instance if you accidentally bang him into a wall he'll turn round and shake a fist at you and if you do something good he'll jump all over the place in excitement. Stuff like that adds appeal to the character."

So how come it's taken such a long time to develop? "Well, the design took a long time to fall into place, we wanted to get it looking really good. What we're trying to do is present a high quality game with exciting graphics on a scale that nobody has really done before. We feel that the quality of this game will be unprecedented."

Verdict So Far: It certainly looks gorgeous, and it appears that the gameplay won't suffer because of it, as in some other games. The variety and sheer scale of the game certainly look very impressive indeed, and perhaps Litil Divil himself is a new game hero in the making.

● *TIM TUCKER*



Well, what would you do? It's a real toughie, because she looks like an interesting girl, but there's a swinging steel blade above her.

It's a puzzle room, but just looking at it I can't even tell what the puzzle is, let alone the blimmin' solution.

There's stack loads of treasure here, but there's also a bit of a problem getting to it.

Left: The playing screen. Note the lush 3D graphics in the main window.

Left: This beautiful still screen is typical of Silmarils. Bleeding French, always outdoing everyone else. Still, it's rather nice.

ISHAR 2

Game: Ishar 2
Publisher: Silmarils (Daze)
Authors: Michel Pernot and Pascal Einswielier (programming), Jean Christophe Charter and Eric Galand (graphics), Fabrice Hatecloque (music)
ETA: May

Briefly: It's the sequel to Ishar. What this means is another slice of Tolkien-esque role-playing, with control of several characters on a mission to destroy a new evil madman who has enslaved the population with mind-controlling drugs.

The Creators Speak: We asked Silmarils' General Manager whether Ishar 2 was an extension of the original game, or a new game in its own right.

"It's a considerable development on Ishar. We've taken the feedback from players around the world and incorporated these with our own new ideas about how to build on the original. As a result, Ishar 2 features automapping and instant access to game saving.

"The graphics are deeper and lusher too, and the control system is easier. Plus, the playing area is much larger. We've also added graphical set-pieces (such as when you sail from island to island), made the towns bigger, put set-pieces into the overall plot, and developed graded landscaping techniques."

So, how do they work exactly?

"It's an interesting effect, but to be honest it's very boring to explain. It's much better when you actually see it in action."

Well, that's an honest answer. Obviously Ishar 2 faces stiff competition from Legends Of Valour. How do you rate your chances?

"Valour is an excellent game, but it can't be directly compared to Ishar 2. In the Ishar games we've adopted various graphical and programming techniques to achieve a desired effect, which is to give a visual and gameplaying equivalent of a Tolkien novel, rich in dreamlike fantasy images, colour, sound and plot... we think that the techniques and style we've used achieve this effect. Those in Valour, excellent though they undoubtedly are, would not."

"Rich in dreamlike fantasy images and plot"

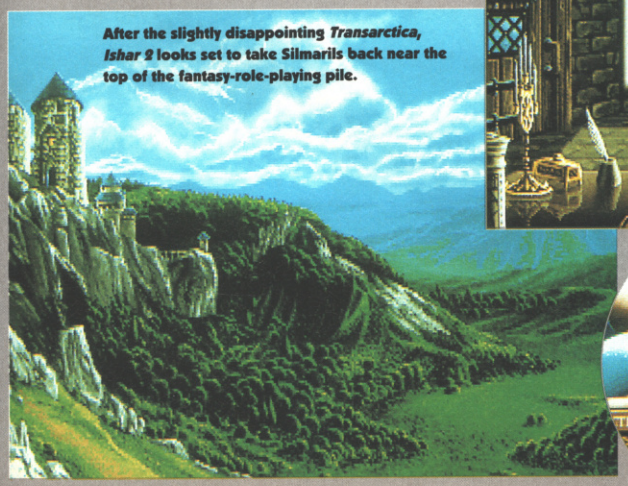
Finally, how do the combat, role-playing, and puzzle-solving elements come together? Is Ishar 2 a hack-and-slash kind of thing, or are we dealing with a brain teaser?

"It certainly contains a lot more combat and exploration than in the first game, but the plot is the most important element, unfolding as you get deeper into the game. I should mention at this point that the character psychology is very sophisticated in Ishar 2. The characters have a large degree of independence – the team members will actually fight and kill each other, disobey orders, betray you, steal from you, or alternatively indulge in remarkably altruistic behaviour over and above the call of duty. This adds a sophisticated management element just not matched in other RPGs."

Verdict So Far: Ishar 2 is shaping up to be big and beautiful. As to whether it can compete in these days of Captive 2 and Legends Of Valour, we're not so sure. Still, the character system sounds intriguing, and RPG games rely on plot structure and ease of use, which Silmarils seem keen to get right.

● *MARK RAMSHAW*

More smart scene setting with well gorgeous graphics.



After the slightly disappointing *Transarctica*, *Ishar 2* looks set to take Silmarils back near the top of the fantasy-role-playing pile.

Here's a look at some of the characters who'll be appearing in the game. A dodgy bunch or what?

To be honest, we're not quite sure what relevance this scantily-clad female has to the game, but being sexist males (some of us anyway), we figured it was too good a shot to waste. So here you are – enjoy.

Hmm, shades of *Golden Axe*, methinks, in this platformy beat-'em-up section.

Ah, the hard-to-describe bit with the revolving cylinder. Obviously you can't see it move, but such are the limitations of the magazine format.

BATTLETOADS

Publisher: Mindscape
Authors: (Programming) John Meegan, Andrew Kerridge, David Shea, (Art) Ian Faichnie, Steve Leney, Jeff Gamon
ETA: Mid April

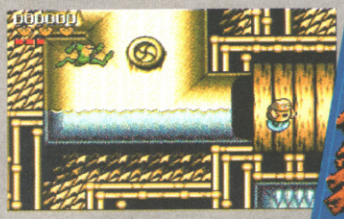
Briefly: Horned toads, warty toads, cane toads, battle toads? Not generally regarded as an important species in the natural history world, these go-getting gargantuan greeny meanies are set to change the course of galactic history by doing, well something incredibly galactically historic.

Already pretty popular on the Nintendo systems, *Battletoads* was due to come out before Christmas but, as so often happens, was put back and back. Now that it's (hopefully) back on line for an April release, we asked Mindscape's James Morris to tell us about the story behind this long running Amiga conversion job.

The Creator Speaks: First up is that firm favourite question in game previews – why isn't it out yet? "We completely underestimated the amount of coding involved in this project," admits James. "We originally had two people working on it, but as soon as we realised the scale of the problem, we upped the team to six. One of the reasons behind the size of the game is the amount of graphics that have been done for the toads themselves. Depending on their situation, they've got all manner of different expressions, so if they're fighting they look mean and when they're scared they show it. The toads actually look like toads too, with short bodies and long legs, so when they move, their actions look different from the more human characters in the game."

"If they're fighting they look mean"

"The game itself is made up of 12 levels, and there's a terrific degree of gameplay variation in these. There are flying levels, several platform levels, race sections and the last section's a sort of climb-'n'-beat-'em-up around a revolving cylinder." On the last one, the toad stays static on the screen, and everything else whizzes round to give the impression of the cylinder revolving. It's all very impressive. The variation means that in effect you get several games for your money, as on one level you're clutching the handle bars of a bizarre one-wheeled motorbike, and on the next you're racing through a series of lift shafts trying to get to a bomb before a rat does. Weird.



Leaping through septic tanks is just one of the downsides of toad life.

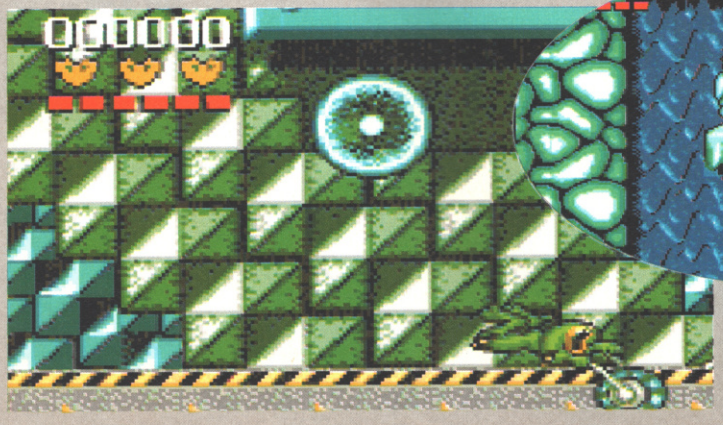
It's a cruel world when the frog gets the girl, and I just write about it. Sob!

Mindscape are producing the Amiga version of *Battletoads* on licence from RARE, who did the original NES and Gameboy versions, so are there going to be any surprises for the Nintendo-playing public? "Actually – no. RARE have been very strict in laying down the law for this conversion, from style sheets on how the toads look, run and fight, through to specific details on the layout of each level. RARE are very proud of their game and are keen to keep any version of it up to the same standard as the original."

Verdict So Far: There's no way that *Battletoads* can get away from its console origins, being predominantly a platform-based game, but there's a range of gameplay and novel ideas in this one that serves to separate it from your regular ho-hum conversion.

Whether the end result plays in a fluid manner or just as a series of unconnected sub-games, or if the game lives up to its hype, still remain to be seen.

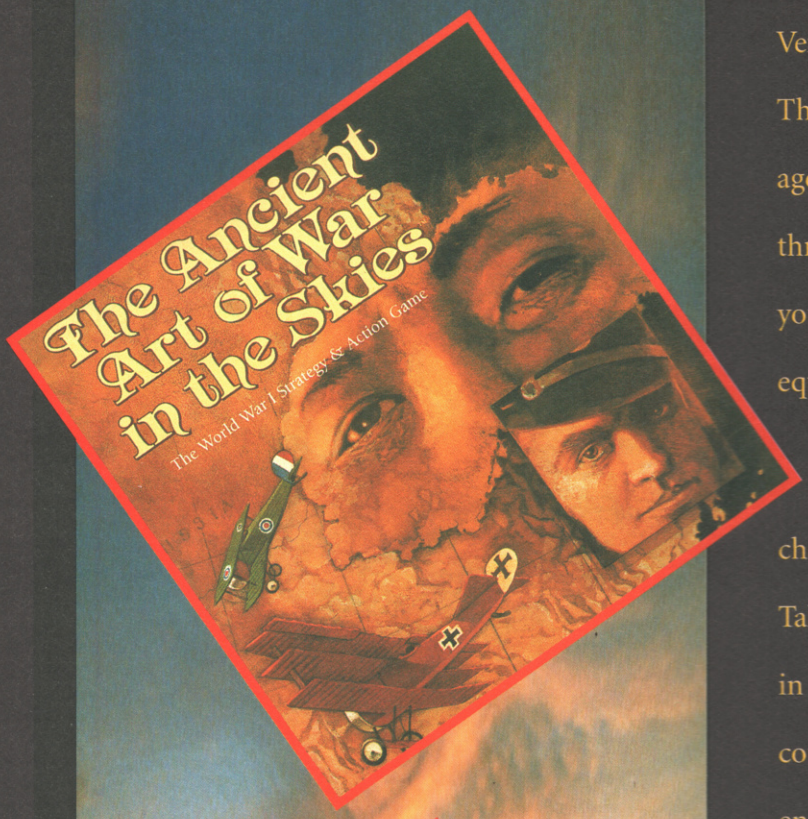
● *MARK WINSTANLEY*

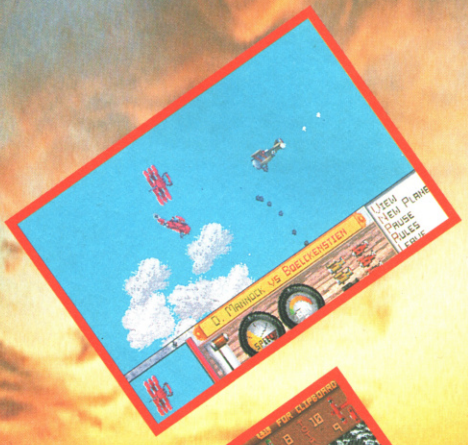


Snowman pans out hero toad shocka! Raymond Briggs should hear about this immediately.

Flailing around, hanging onto the handlebars, just doesn't look cool. It's suddenly become clear just why Harleys have seats.

Time flies!





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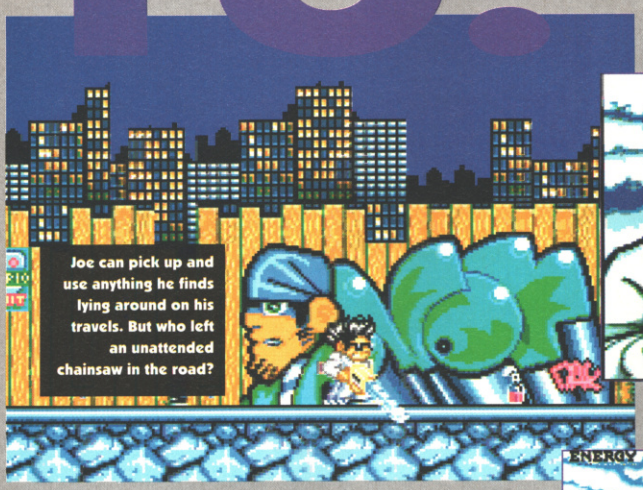


As this touching group pic suggests, there's a simultaneous two-player mode, featuring Joe and the bandana-ed chap in the middle. Dunno about their pal, tho'.

It's that compulsory parallax-scrolling-fly-around-a-bit bonus subgame again!

After a hard day chainsawing punks in the street, it's nice to get home and put your feet up.

Game: Yo! Joe!
Publisher: Hudson Soft
Authors: Scipio
ETA: May/June

Really briefly: Wahey!

Briefly: Stop press! Plonking unassumingly through the office letterbox the day before this issue's deadline came a little envelope with a Hamburg postmark. Uninterested, but desperate for something to do that wasn't the Absolute Power supplement that we'd spent the whole of the previous week on, we listlessly prised the envelope open. A little flutter of excitement flitted across our hearts as the Hudson Soft logo peeked through the torn paper – could this be a new game out of the blue from the authors of amazing all-formats software like *Eric And The Floaters*, *Stop The Express*, *Air Zonk*, *BC Kid* and *Dynablaster*? Apparently so. Suddenly a ruck developed as we all tried to rip the disks out of the envelope and stuff them in the disk drive at once. 10 minutes later, the *Body Blows* review found itself a page lighter and the screen-grabber went into overdrive.

We really thought you should see this.

"Shame about the stupid name, though"

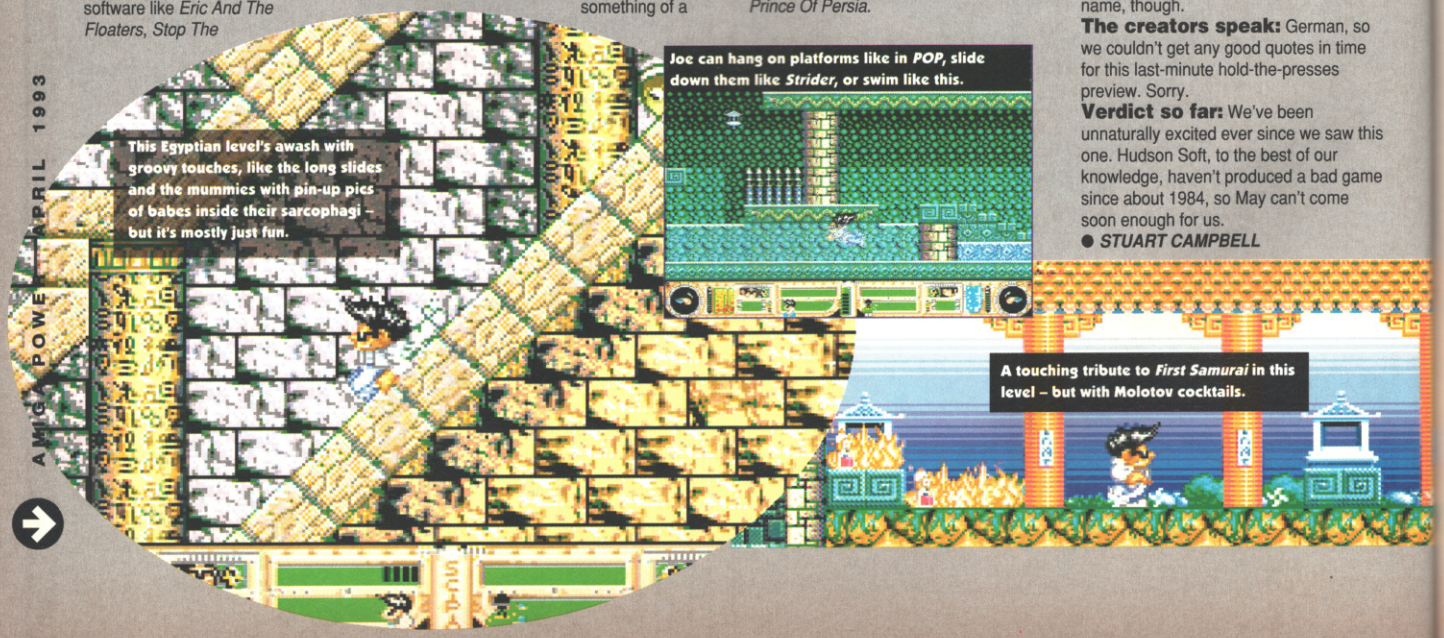
Yes, I know this sounds a bit on the appallingly and unprofessionally pre-biased side, but when you've been in this biz as long as we have, a development team who can be relied on to produce top-quality games every time, a team who really seem to love games as well as know how to program them, becomes something of a goose-and-golden-eggs situation. Despite being disgracefully overlooked in the various end-of-1991 awards, German team Hudson Soft haven't been discouraged. They're planning to build on last year's success with *BC Kid* and the incomparable *Dynablaster*, and the first game lined up is *Yo! Joe!* – a platformer with something of the look of Titus' excellent *Blues Brothers* and *Titus The Fox* and just a tiny little bit of the feel of *Prince Of Persia*.

There's nothing especially big or hard or clever or different about it (as far as we know – the demo version came with practically no info and it was too late for us to get any before the mag went to print, but we'll keep you up to date as soon as we find out more), but it plays like a dream (y'know, one of those really good ones about flowers opening up and trains and tunnels and stuff) and we love it already. And that's that. Shame about the stupid name, though.

The creators speak: German, so we couldn't get any good quotes in time for this last-minute hold-the-presses preview. Sorry.

Verdict so far: We've been unnaturally excited ever since we saw this one. Hudson Soft, to the best of our knowledge, haven't produced a bad game since about 1984, so May can't come soon enough for us.

● *STUART CAMPBELL*



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GAMES

We had a bit of a problem this month, in that we've actually got more reviewers than we've got games to review. In fact, such was our staff surplus, we had to sack three of 'em.

JUST WHO DO WE THINK WE ARE?

MARK RAMSHAW

And now he's gone, gone, gone... Yep, the man they all called Mark 'y Mark' Ramshaw is off to entertain the MTV generation on our sister mag Sega Power. "It's much more important to me than being the editor of a computer magazine," he said, yesterday. Mark, you're fired. Get out.

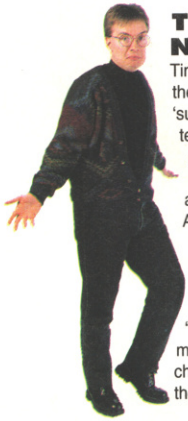
LINDA BARKER

...and hello, Samantha. Er, or something like that. Luscious, pouting Linda (23) likes "crazy golf, plastic flowers, Nancy Sinatra records and being the editor of really sexy games magazines", which is handy because she's our new Number One man. We know you'll all love her.

STUART CAMPBELL

...unlike this bald Caledonian git who we somehow didn't manage to get rid of when we spring-cleaned Mark and Tim off to pastures new. If anyone wants to make us any offers for him, anything above two packets of Quavers should just about do it.

TIM NORRIS



Tim, the man who put the 'super' into 'supercilious', was tempted away from his spiritual home by the irresistible lure of another sister mag, Amstrad Action, where he'll be the 'sort of' editor. When asked to comment, he said "Go away and leave me alone, you silly little children." No change there, then. Bye, Tim.

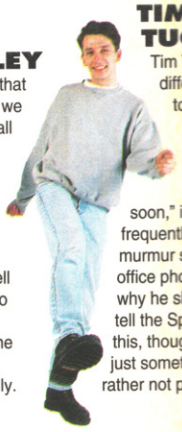
JACQUIE SPANTON

Jacquie's a bit down at the loss of two team-mates. "I don't know what I'll do without Mark twiddling parts of his anatomy all day and Tim calling me a stupid tart. I'm really upset. I don't think."

MARK WINSTANLEY

Of course, now that Mark R's gone, we won't have to call Mark W by different names in the office to differentiate the pair of 'em any more. So it's farewell to Mr Tall, cheerio to "Oi, Lanky", and au revoir to "Where's the Big-Gun-Fetish Kid gone?" It's sad, really.

TIM TUCKER



Tim T's got a few different names too. "Yes, Bitsy Pookums, Snoogy Woogy will be home soon," is what we frequently hear him murmur softly into his office phone. Quite why he should want to tell the Speaking Clock this, though, is frankly just something we'd rather not pry into.

LISA KELLETT

Poor old Lisa. She was so sick of people taking the mickey and making Olivia Newton-John jokes that she took her life savings and went out and got extensive plastic surgery. And changed her name. And got a bit taller. Oh, alright, Lisa's left as well. But we've got a new Lisa. So that's all right.

GARY PENN

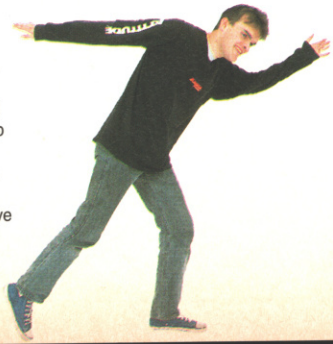
Unlucky Gary had a bit of a mishap this month. While visiting the theatre, he tripped and knocked over a fellow patron, who turned out to be famous songstress Sarah Brightman. An embarrassed Gaz said – hang on, didn't we do this bit last month?

DAVE GOLDER

Top psychedelic ambient drone combo drummer Dave has been practicing his paradiddles and tickling his hi-hats as usual. Bizarrely, though, he's been doing it down a coal mine. "I couldn't help it, I'm very impressionable," he said. Come the revolution, Viz'll have a lot to answer for.

RICHARD LONGHURST

Blimey, there isn't very much space here to write interesting stuff about Richard. It's a bit ironic, because Rich has done lots more interesting stuff than Jonathan, who's got loads of room, but it just won't fit in this little

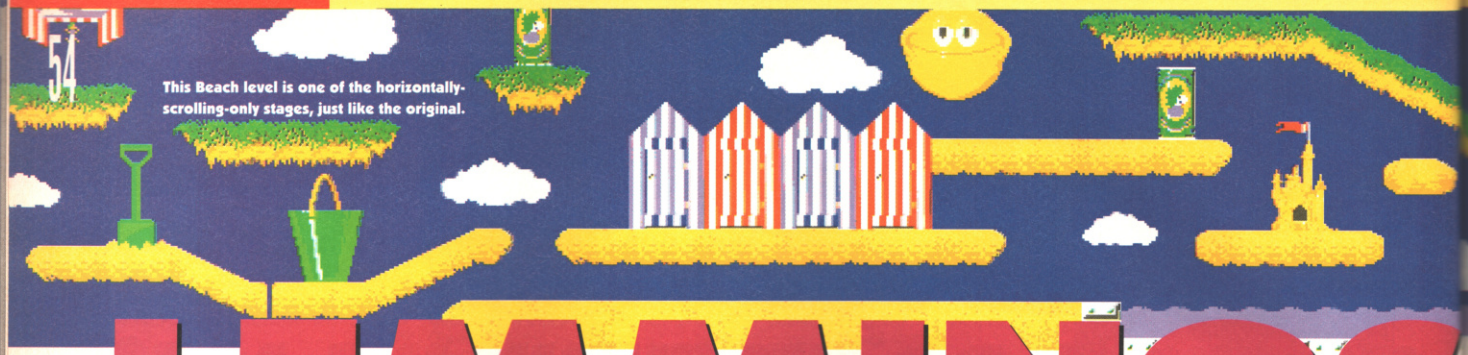


JONATHAN DAVIES

Good grief, there's enough space to write a bleedin' novel in here.Wargame specialist JD's had quite a quiet month really, except for one exciting moment when he single-handedly rugby-tackled a mugger who'd stolen some old granny's purse in a shopping centre, earning a hearty commendation from the police and a feature on the local evening news. Oh God, it's useless, no-one'll ever believe this. Can I go now?

How does our scoring system work, then?

1. We tell it like it is. We think very carefully about our reviews and games get the mark we think they deserve. Good game or bad, we'll make sure you know what we think.
2. Rating systems get confusing so we give a single percentage mark and a few summing-up sentences.
3. Third points? Old hat, guv.



This Beach level is one of the horizontally-scrolling-only stages, just like the original.

LEMMINGS

The world of the Shadow Lemmings is a dark, mysterious place, full of secrets and spooky subterranean goings-on.

They're back – and this time they're bringing their new range of distinctive behavioural patterns.

Game: Lemmings 2 – Tribes
Publisher: Psygnosis
Authors: DMA Design
Price: £29.99
Release: Out now

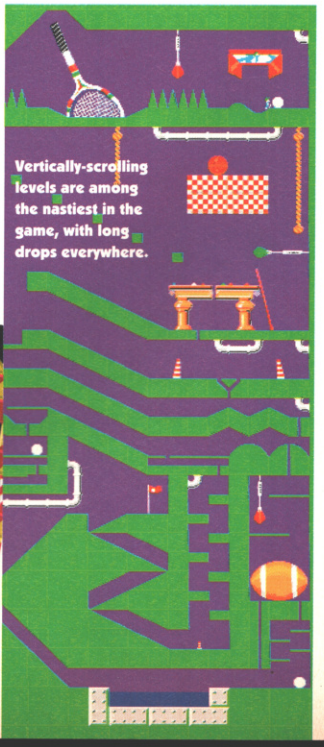
Yes, we know it might seem a bit hard to believe, but they've finally finished it. Bravely passing up a sitting-duck Christmas market (where *were* all the big titles this year? *Street Fighter II* made it, but the competition was practically non-existent) to avoid rushing out an imperfect product, Psygnosis have kept us waiting until now. So, was it worth it?

Right, that's enough tension-building. *Lemmings 2* is, perhaps surprisingly, brilliant. I say 'perhaps surprisingly' because I for one got bored with the original *Lemmings* very quickly.

Oh sure, it was the most original thing the Amiga had ever seen at the time, and it was really cute and imaginative and brain-teasing and all that stuff, but frankly after I'd seen the first 20 screens I couldn't be bothered any more. It was repetitive, needlessly frustrating, and too big and sprawling for its own good.

In many of the original *Lemmings* levels, the solution to a screen would be comparatively easy to work out, but then you'd have to race around the screen with a mouse (never the most reliable controller for fast-moving action at the best of times) with split-second precision and pixel-perfect accuracy to actually put your plan into operation. Tim N covered the point pretty comprehensively in his *Lemmings* Double Pack back in issue 21, but it's still worth repeating, because it really spoiled *Lemmings* for many players, me included.

The other thing was that because *Lemmings* didn't have anything you could describe as a plot, the motivation you needed to get you through a 100-level game was in pretty short supply – when your only reward for completing a really tortuous screen is another, slightly harder, one, it's easy to just get cheesed off and



Vertically-scrolling levels are among the nastiest in the game, with long drops everywhere.

The Circus Lemmings are a particularly athletic troupe. Boing!

The sweetest feature is the musical Attractors – check out the bagpiper, complete with Highland Fling Lemmings.

2 - TRIBES

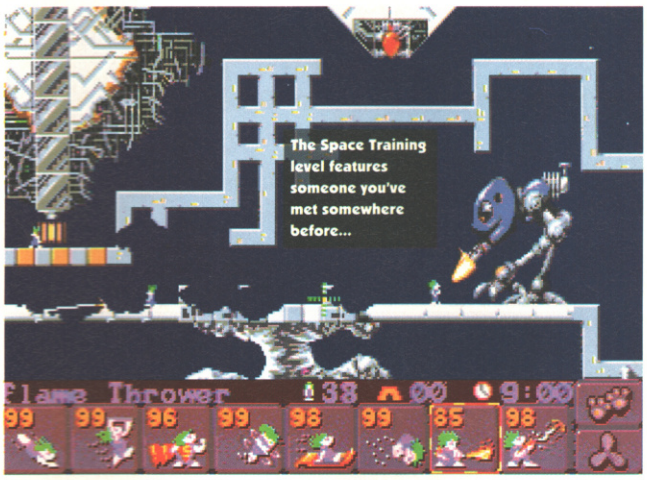
give up. So, there you have the basis for my upcoming thesis, *Lemmings* – Why It Was Actually A Pile Of Old Cack, Not A Fab Classic Like Wot Everyone Said. Next up, my coming-right-now dissertation, *Lemmings 2* – Why, Despite Being Basically Exactly The Same Game As *Lemmings 1*, It's Utterly Fabulous.

"But then came the Prophecies"

LEMMINGS 2 – WHY, DESPITE BEING – OH, NEVER MIND

So there's a plot. Big fat hairy deal, eh? Surely plots, while being very nice to read while you're waiting for the game to load up and stuff, don't actually make the slightest difference to how it plays? Wrong. The plot is perhaps the biggest single factor in making *Lemmings 2* such a better game than its parent. With that in mind, then, maybe I ought to give you a quick synopsis.

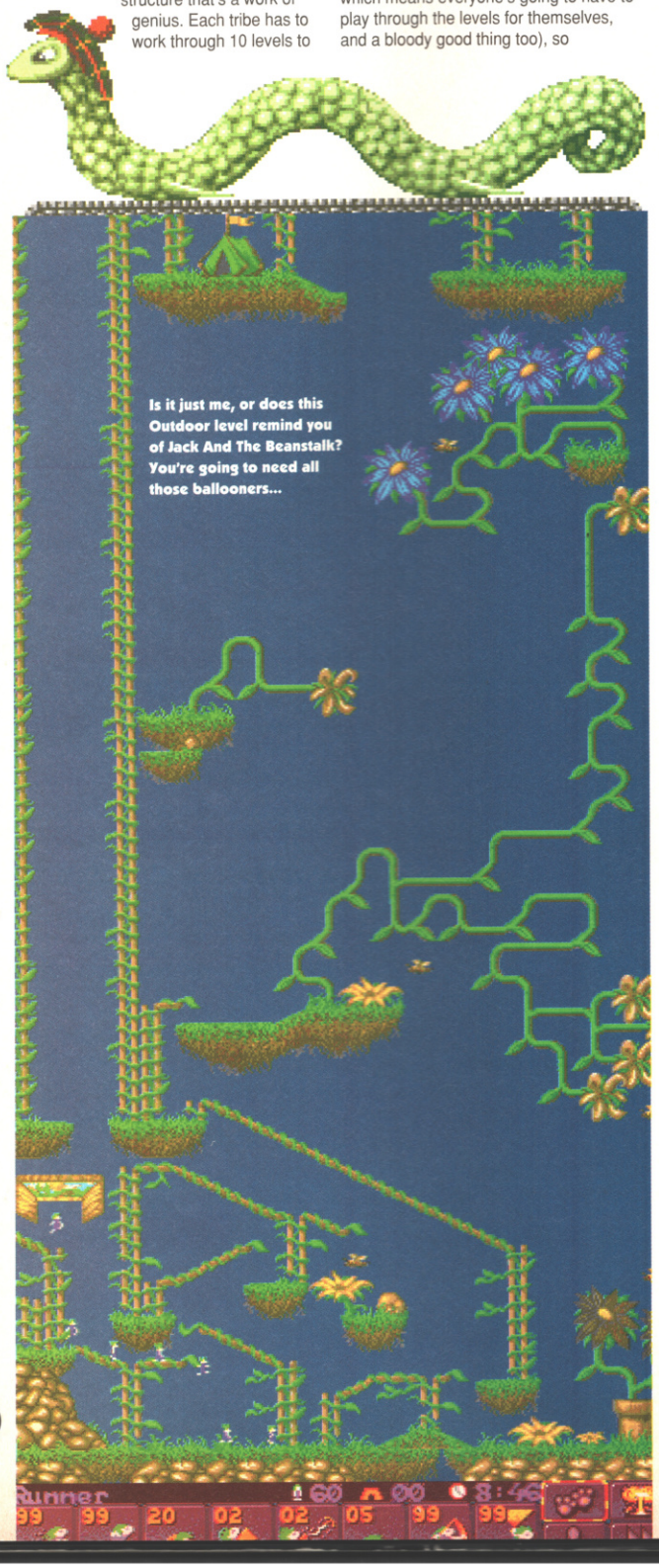
The concept in *Lemmings 2* is that the lemmings you saved at the end of *Lemmings* went away to live on Lemming Island. When they landed, they split up into 12 tribes and went to live on different parts of the island, each taking with them a piece of the magical talisman which protected them from evil. As the generations passed, the lemmings developed different abilities to cope with the different terrains on which they'd settled, and everyone was happy. But then came the Prophecies, predicting impending disaster for Lemming Island. →



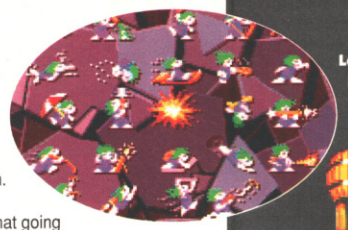
WE'VE GOT 12 TRIBES

The only chance of survival was to evacuate the island on a giant flying boat, but the boat couldn't fly without the power of the re-united talisman. Each tribe must then take their piece of talisman to the centre of the island and join together as one lemming race once more...

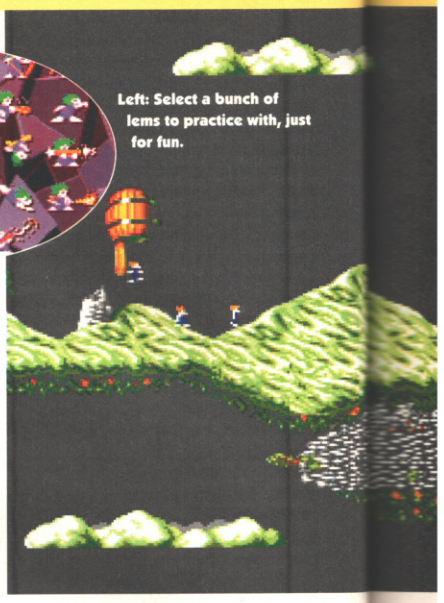
Okay, so that's the plot. So far, so unremarkable. The thing about this plot, though, is that it allows for a game structure that's a work of genius. Each tribe has to work through 10 levels to get their piece of talisman, but they don't have to do it in sequence. At any time, you can switch between tribes and have a go at getting a different one a little bit further on if you're having problems with your first choice. This means that you have to be completely flummoxed at 12 separate points before you're completely stuck. At any point you can save the current state of the game out to disk (no more passwords, which means everyone's going to have to play through the levels for themselves, and a bloody good thing too), so methodically working your way through a couple of levels at a time should get you to the end fairly soon.



Is it just me, or does this Outdoor level remind you of Jack And The Beanstalk? You're going to need all those ballooners...



Left: Select a bunch of lems to practice with, just for fun.

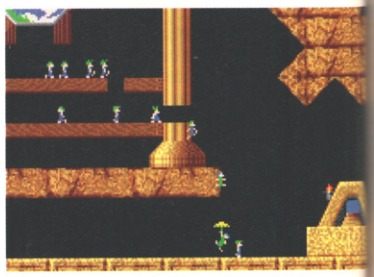


Hold on, though. Isn't that going to knock the lasting appeal on the head a bit? Well, no. First off, the levels ARE tricky enough ('fairly soon' in this case is going to be measured in weeks, not days) to provide a serious challenge, and there are still 120 of them. But more importantly than that, solving a level in *Lemmings 2* isn't the be-all and end-all any more. Unlike *Lemmings*, where you either succeeded or failed a level, now there are varying degrees of success.

Y'see, you don't have an unlimited lemming supply any more. Each tribe starts off with 60 of the little critters, and the number you save on one level is the number you start with on the next level. If you save the maximum number possible on any screen, you get a gold medal, with silver and bronze trophies for lesser achievements. If you complete a tribe with gold medals all the way through, you get a gold talisman piece, but if you've sacrificed lemmings unnecessarily you'll only get a silver or bronze talisman piece. Hence, you can finish the game (your final talisman can be made up of any combination of gold, silver and bronze sections) without getting anywhere near the maximum level of success – you'll keep going back again and again trying for that elusive all-gold talisman that really separates the game stars from the also-ran second-raters.

Lemmings 2 even makes it easy for you to try that, too. At any time in a tribe, you can go back over levels you've completed and try them again in order to get a few more lems through. What all this means is maximum user-friendliness without compromising the game's difficulty, and it's lovely. I'm sick of games that treat you like a bit of dirt on the bottom of their shoes – *Lemmings 2* makes everything easy except actually solving the problems, and that's exactly the way it should be.

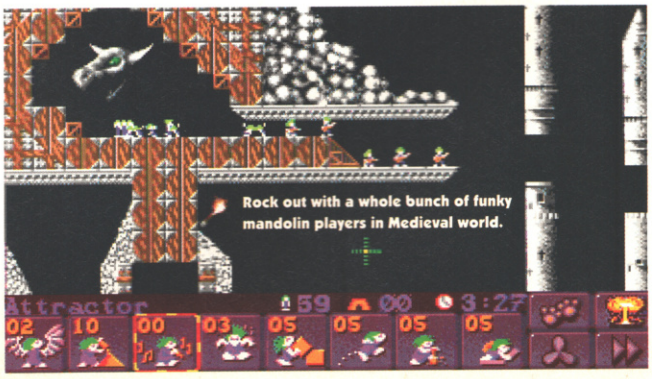
"Causing all nearby lemmings to stop and dance"



Classic Lemmings inhabit a world that'll be strangely familiar to *Lemmings* veterans.

And I haven't even really mentioned the game itself yet – better get on with it. While the basic concept of *Lemmings 2* is identical to *Lemmings 1* (get the lems to the exit by using their various abilities), it's a lot more fun this time around, mostly because there are so many different breeds of lem. Some are simple variations on the original species, but some are fairly revolutionary, and the kind of things that bring a smile to the face of even a jaded, grouchy, cynical old git like me.

Examples? How about Superlemming, who dons cape and 'S' shirt and flies through the air towards your



Rock out with a whole bunch of funky mandolin players in Medieval world.

Y'know, if DMA Design weren't Scottish themselves, I'd have knocked about 20% off for all this Nessie-and-whisky-and-bagpipes stuff. A lucky escape for them there, then.

What's holding that beach umbrella up, then?

cursor, and can be guided around indefinitely until he either connects with the cursor or hits a solid obstacle? Or there's the amazing Polevaulter Lemming (pretty self-explanatory, this one), or the Attractors, who fulfil the same function as the old Blockers, except by playing musical instruments and causing all nearby lemmings to stop and dance on the spot. Each tribe has its own Attractor, from the mandolin players of Medieval times to the Highlands' (what else?) bagpiper. I could go on (and on), but I won't. All in, there're 52 kinds of lemming, which means repetition and tedium need never rear their ugly heads.

And don't think that having all these new skills to learn is going to be a daunting prospect, either – the four

Moonbase antics aplenty in another Space-tastic suicide scenario.

training levels where you can experiment with a custom-chosen selection of lems will ensure that you are fully conversant with all the abilities at your disposal before you start the game in earnest. These practice options come in very useful – having so many different possibilities means there are a lot more directions for you to think in when you're trying to work out the puzzles (but don't panic, you don't have to work through every kind of lemming every time – you only get a few types for each screen).

That's about it for the game, though – multi-directional scrolling and new abilities and landscapes aside, it's the same as it ever was. But while *Lemmings* was a bit of a grind to actually play, you won't stop enjoying this till it's finished, and probably not even then. It's lovely, it really is.

● *STUART CAMPBELL*

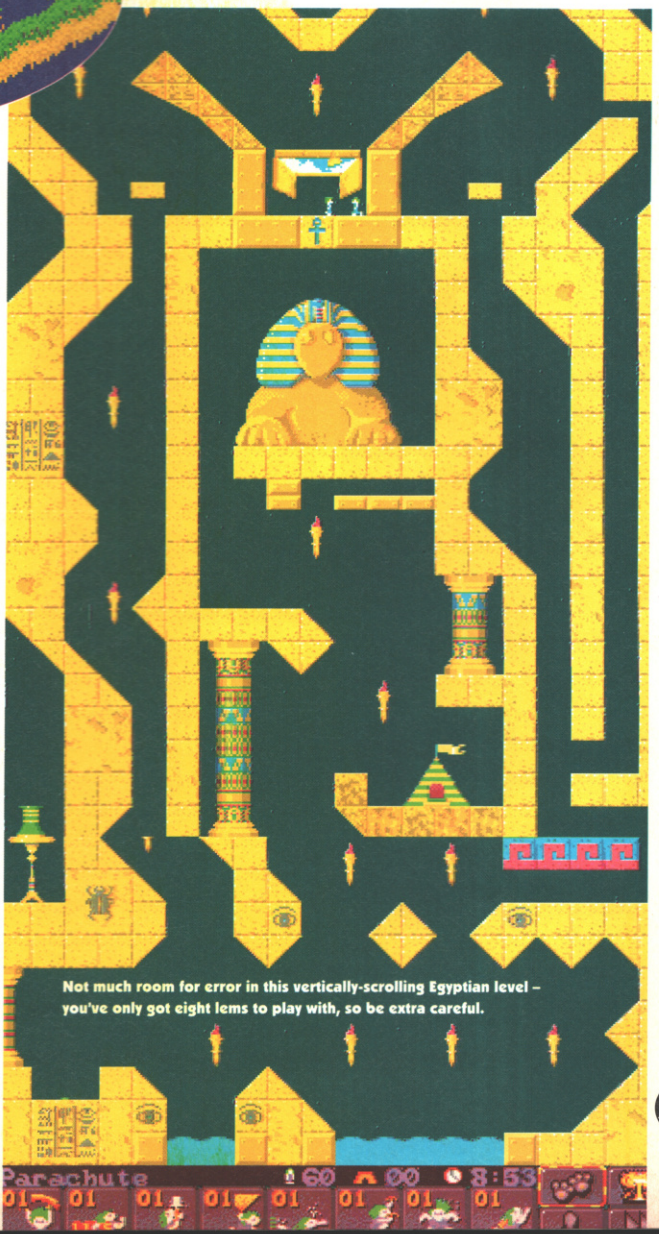
UPPERS The addition of a plot and a goal works wonders, as does being able to play any one of 12 levels at any one time. The carrying over of lemmings means you've always got something to aim for even after you've finished the game, and getting the ultimate-victory gold talisman will take you a very long time indeed. The characterisation of the different tribes is great, too, giving the lems tons more personality than before.

DOWNERS Though much reduced, there's still the odd instance of 'I've worked this one out but I keep missing things by one pixel and it's driving me MAD!', and the old huge-mass-of-lemmings-making-it-impossible-to-select-the-right-one problem is still present and annoyingly incorrect.

THE BOTTOM LINE

A much more coherent game than the original (yet much more varied at the same time), with a veritable cornucopia of lovely little touches and extras to boot. A serious progression, designed for maximum entertainment and minimum frustration. I love it, and if there's a more guaranteed or deserved Number One this year, I'll eat my breakfast.

92 PERCENT



Not much room for error in this vertically-scrolling Egyptian level – you've only got eight lems to play with, so be extra careful.

Dan throws bolts of energy at people and he's from Boston. We're not suggesting that the two go together, you understand. He's a gang rebel and all-round hard geezer, so don't spill his pint.

Nik is Dan's brother and has all the same moves. Apparently they hate each other, which is probably why they're constantly trying to beat each other up.

Junior is a failed boxer. Failed because he got banned, not 'cos he's no good. He's got some nifty whirlwind punches and an iron uppercut.

Lo Ray is a converted Buddhist monk. That is, converted from being a peaceful fan of inner contemplation to a talented martial artist intent on kicking people's heads in.

Dug is fat, but never call him that or he'll hit you with his battering ram, super slam or earth tremor moves.

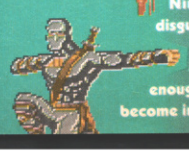
Kossak is mean. He has the perturbing feature of never seeming to be affected by an opponent's blows.

Mike looks like a very normal guy, but do you call being able to turn into a tornado normal? He's also got a strange whirlwind punch.

Maria, the girl from Spain. She's like an aerobics teacher from hell, with her split kicks and a special move known as the flamenco fury.

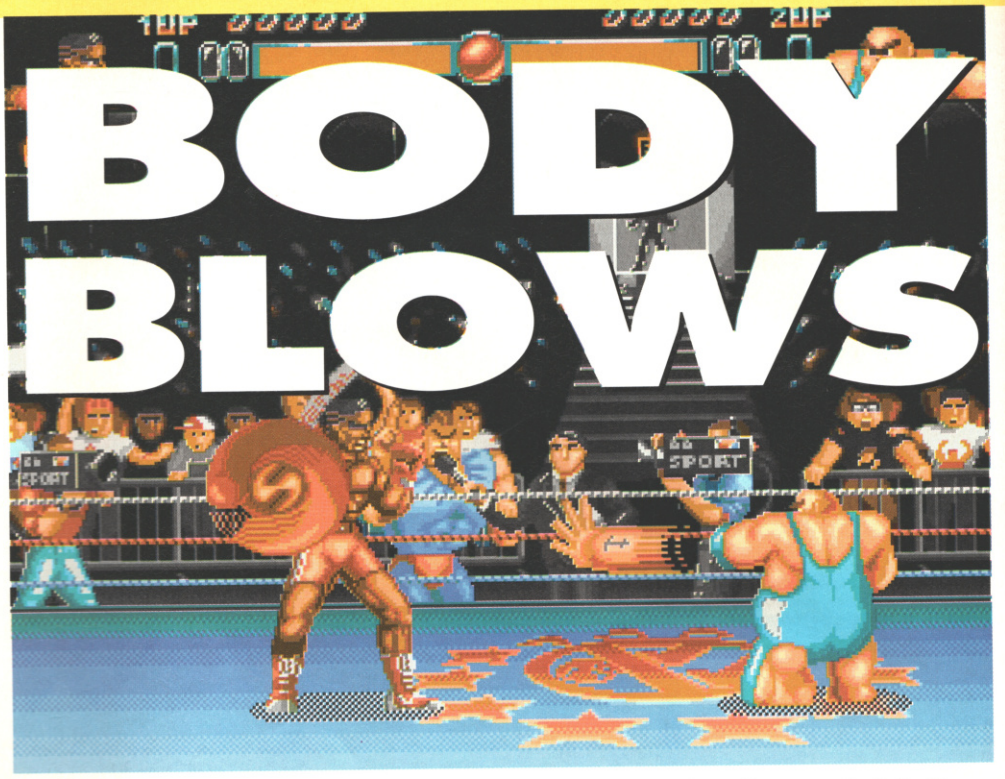
Max is the big boss whom you have to face after you've beaten all the other characters (he can't be controlled in the two-player game).

Yit-U, the speedster. This guy is quick. Quicker than, er, a very quick thing. His special move is known as the Speed of Light because it's so fast.



Ninja is well-disguised by his balaclava, but as if that wasn't enough he can also become invisible.

BODY BLOWS



Oi! You! *Street Fighter II!* Would you care to step outside?

Game: Body Blows
Publisher: Team 17
Price: £26.99
Authors: Danny Burke, Cedric McMillan, Stephen and Gary Nicholas, Allister Brimble, Christopher Brimble, Rob Northen, Nik Harbor, Alex Garnier, Martyn Brown
Release: Out now

There's no way we're going to get through this review without mentioning *Street Fighter II*, so let's get it over with. It's obvious that this is influenced rather heavily by its mighty predecessor. The way you can vary locations, the special moves the characters have, and even some of the poses they strike. Now we've said it, just bear in mind through the rest of the review that, er, it's like *Street Fighter II*, okay?

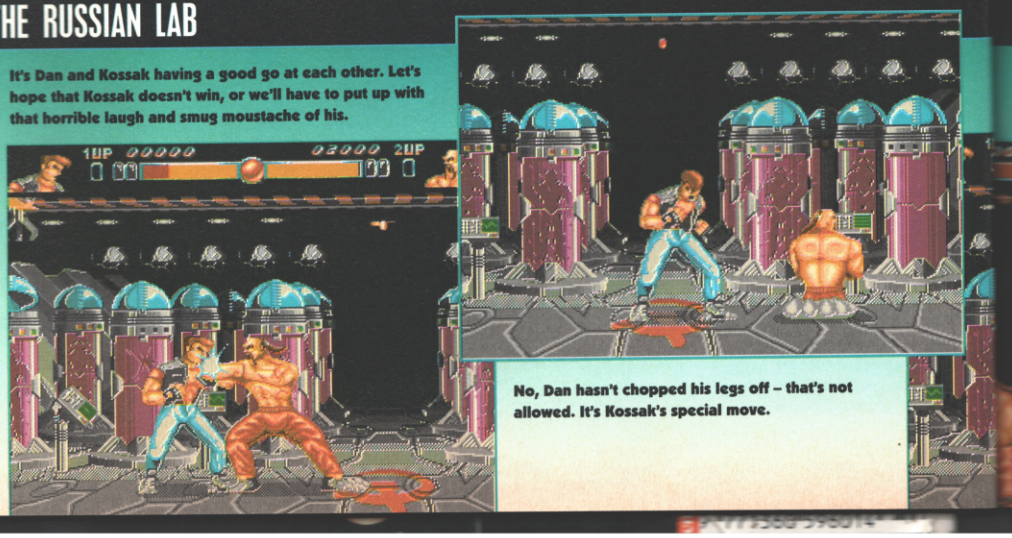
In the one-player game you can only choose from four of the characters available. You've got Nik (who'll you'll be familiar with if you tried our demo of the game on last month's coverdisk), Dan (his brother), Junior or Lo Ray. You fight each of the other characters one by one, until you finally reach the hardest character, Max, a real tough cookie who only exists under CPU control.

"You can get to grips with the controls right away"

There's a game options screen where you can set difficulty levels, timing (which can be off if you feel like thrashing it out until one of you is down), and location. The locations can be chosen from a list including the Shaolin Temple, the Building Site, the Ninja's Cavern, Inside the Office, the Russian Lab, the Costa Brava or the Wrestling Arena. These all look impressive, and feature background animations too, which apparently really matters to a lot of people. Why? Surely in the midst of a heated combat you can't be thinking "Oh, that bloke waving his hand is really good." I dunno, people demand the strangest things. Anyway, the feature's there if you feel the need to concentrate on it, but I reckon that after a while the backgrounds only get less important, and you spend more time concentrating on how to break some noses.

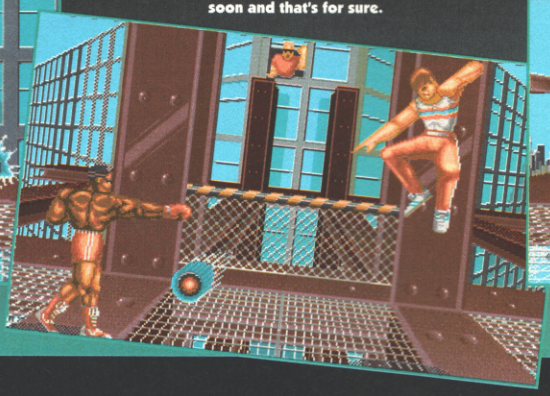
THE RUSSIAN LAB

It's Dan and Kossak having a good go at each other. Let's hope that Kossak doesn't win, or we'll have to put up with that horrible laugh and smug moustache of his.

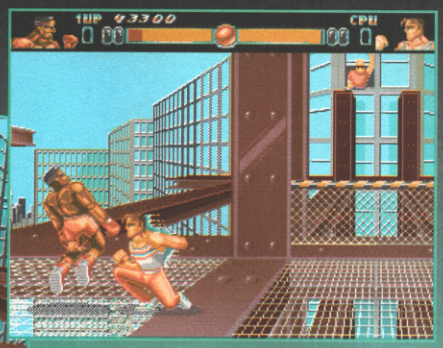


No, Dan hasn't chopped his legs off – that's not allowed. It's Kossak's special move.

Max is the last guy you face in one-player mode, and he's tough. This move looks a bit familiar...

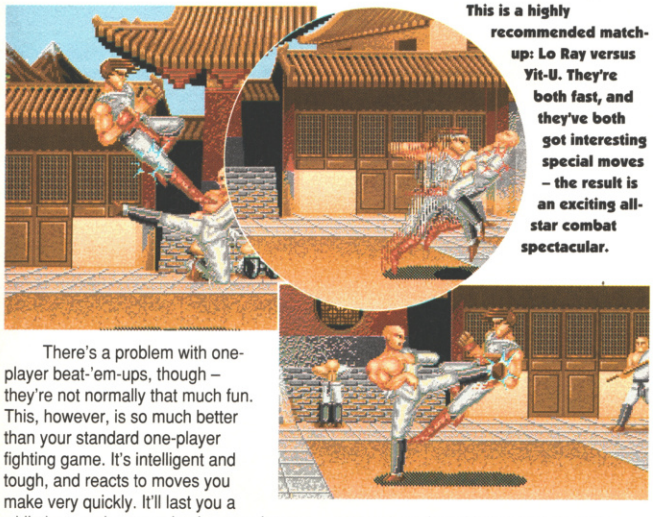


Max shoots an energy bolt of his own. Junior hasn't spotted it by the looks of things, but he's going to feel it soon and that's for sure.



Max is not only rock hard and full of energy bolts, he's also fast, as this action shot proves.

THE BUILDING SITE



This is a highly recommended match-up: Lo Ray versus Yit-U. They're both fast, and they've both got interesting special moves – the result is an exciting all-star combat spectacular.

There's a problem with one-player beat-'em-ups, though – they're not normally that much fun. This, however, is so much better than your standard one-player fighting game. It's intelligent and tough, and reacts to moves you make very quickly. It'll last you a while in one-player mode alone, and even when you've got through all the other characters in the game, you've got the ultra-tough Max to contend with at the end – plus a special surprise if you get that far.

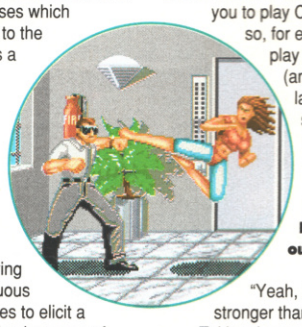
But where the game really takes off, as you may well imagine, is in two-player mode. This gives you all the characters to choose from (see left), and all the locations are available to you too. What's most impressive about *Body Blows*, in either one- or two-player mode, is that you can get to grips with the controls right away. There are 21 moves for each character, but control is so instinctive that it doesn't take long to sort them out, and they really do feel like controls rather than pointless joystick exercises which have a tenuous relation to the action. However, there's a great deal of perfecting moves, combinations and counters that you can work out, so the game has a lot of lasting interest in it too.

The special moves are accessed really easily, which is a godsend. Instead of having to go through some tortuous wrist bending manoeuvres to elicit a useful manoeuvre, it's simply a case of holding down the fire button until the level is reached in your special move box. Anyway, the game's so fast that you hardly get the time to launch into special moves, so using them is very satisfying.

The programmers have ironed out a few things which playtesting revealed as frustrating in beat-'em-ups. For instance, a few overly sensible (ie boring) people play an excessively defensive game, just standing back with their guard up to protect themselves and letting loose the odd attack. Now, for those of you who are this obsessed with winning, you should be told that it is BORING BORING BORING. *Body Blows* makes this technique unusable because, after the first block you make, the blows start counting and taking off your energy. So you're gonna have to fight, you wimps. Hurrah.

There's also the problem with beat-'em-ups that when someone gets cornered and floored, they're often finished. Their opponent stands over them and kicks them just as they're recovering. Not in *Body Blows*. If any character is knocked down, he or she can't be attacked for a short period while recovering. It's a great feature which reduces frustration and makes the game more fun to play.

Two-player *Body Blows* is, quite simply, endless fun. The backgrounds are not varied by the game - if you want a new location you have to choose one from the options menu, which is brill because it stops all that needless disk swapping when you just want to get on and fight. (In one-player mode the locations are varied by the game). You can continue with the same characters or choose a new pair, and there's a menu option which allows you to play Character vs Character, so, for example, you can both play the Ninja character (and both of you can laugh at each other's silly-looking crab walk). No more arguments along the lines of



The AP office, earlier. Here Jacquie takes on our Publisher Colin.

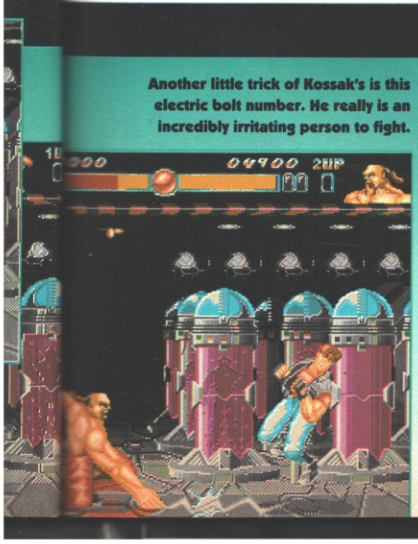
"Yeah, but your character's stronger than mine".

Taking the multi-player aspect of the game even further, there's a Tournament mode. Here four or eight of you fight it out in a series of rounds until there's only one left. Well smart, and you can even all choose the same characters if you want.

We've already said that it's like *Street Fighter II*, but there's a lot of originality in the game too. You won't have seen characters like Mike before, and you have to experience Yit-U's Speed of Light move to believe it – it's awesome, I can tell you. The characters all seem to be evenly matched, if one is stronger than another then his speed is significantly reduced and so on. There are plenty of candidates for 'favourite characters' anyway.

I can't recommend this game enough. Graphics aside, it plays absolutely brilliantly, just as a beat-'em-up should. It's so much better than *Street Fighter II* in nearly every aspect that its similarities can be forgiven. Just try this game once and I don't believe you'll put it down. Highly recommended.

● *TIM TUCKER*



Another little trick of Kossak's is this electric bolt number. He really is an incredibly irritating person to fight.

UPPERS Stunning graphics, sound that actually gives the impression of a fight, awesome speed, background animations, and playability by the bucket load. Character vs Character is a bonus too. Good one-player game, but the multi-player options are where it's really at, let's face it.

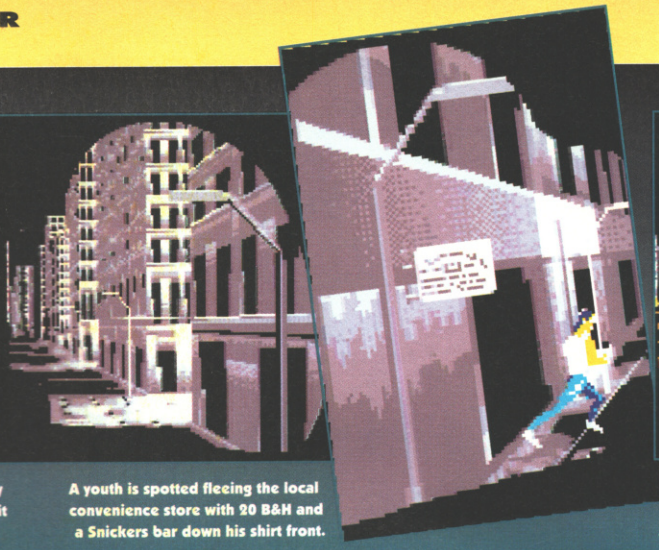
DOWNERS Er... *(Oh, come on, there must be something – Ed).* It comes on three disks. But there's a hell of a lot on there and they're sensibly arranged to minimise swapping, so that doesn't really count. Not having a distinct location for each character, like *SFII* does, costs it atmosphere points, too. Lastly, it's a bit *too* close for comfort sometimes – Buddhist monk with flame power, two brothers with the same powers (including fireball-throwing), huge strong Russian bloke, boxer, thin token girl with spinning attack move, etc. Then again, you could just say that it makes *Body Blows* just the way *SFII* should have been done in the first place.

THE BOTTOM LINE

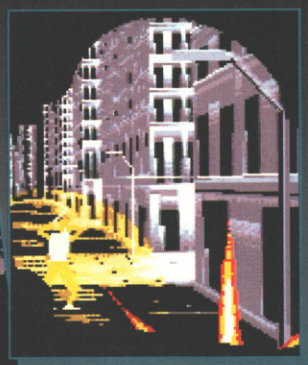
Get it. Now. Whatever you think about beat-'em-ups, get this one and you'll change your mind. A true corker of a game, with undeniable influences, but a feel and playability that are all its own. I've been waiting for this for a long time.

PERCENT 89

As well as mowing down attacking waves of enemy stormtroopers, Walkers can also be used to benefit the community. Witness this sequence...



A youth is spotted fleeing the local convenience store with 20 B&H and a Snickers bar down his shirt front.



Not so fast, evil shoplifter. Let's see how forty rounds of copper-jacketed shells affect your klepto ways.

STEPPING OUT

Game: Walker
Publisher: Psygnosis
Authors: DMA Design
Price: £29.99
Release: April

From the Encyclopedia Parallelium ('builds week by week into a pile on your carpet'), three extracts on the Great War:

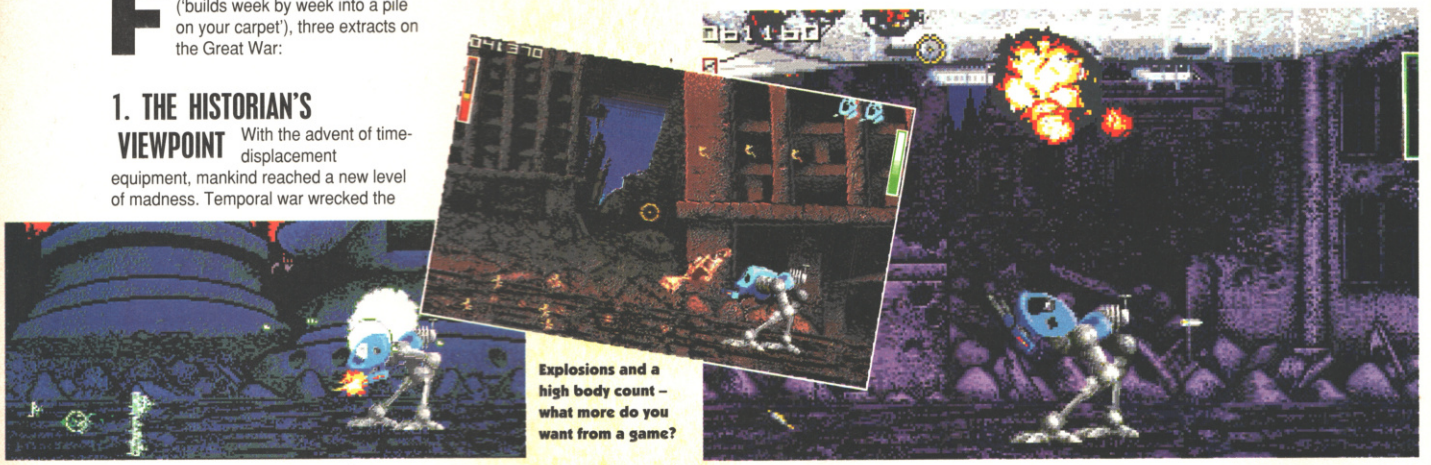
1. THE HISTORIAN'S VIEWPOINT

With the advent of time-displacement equipment, mankind reached a new level of madness. Temporal war wrecked the past as opposing sides struggled to undermine their enemies by planting bases further and further back in history. Transporting enough troops to combat this threat through the time gates proved to be an impossibility, so the Walkers were devised. These huge armoured machines were each piloted by a single, dedicated soldier, each one desperately trying to turn back the tide of the enemy hordes.

2. THE SOLDIER'S VIEWPOINT

War is hell? Who ever said that, man? War's only hell when the batteries go flat on your Walkman, and don't you forget it. Mess with the best, die like the rest, in war the first casualty is everyone else, an' that's the truth. In times like these, I quote Ferris Bueller quoting John Lennon: 'I don't believe in Beatles, I just believe in me.' A good point there – after all, I've got dual 50-calibre cannons.

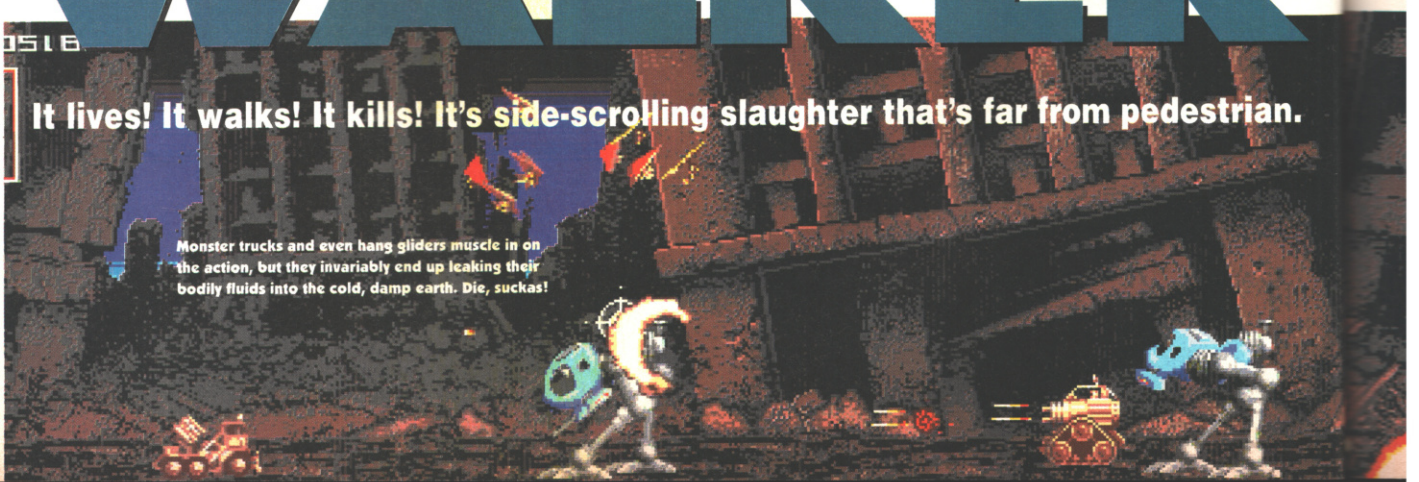
The rules of engagement are pretty



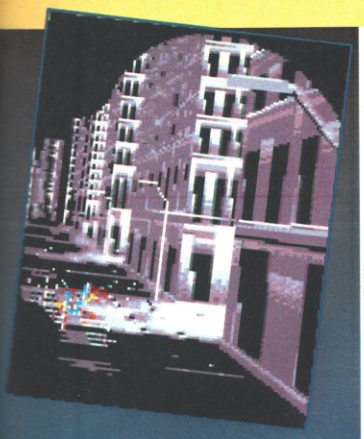
Explosions and a high body count – what more do you want from a game?

WALKER

It lives! It walks! It kills! It's side-scrolling slaughter that's far from pedestrian.



Monster trucks and even hang gliders muscle in on the action, but they invariably end up leaking their bodily fluids into the cold, damp earth. Die, suckas!



Die, scum! Hah hah hah – let's see you try and nick a packet of crisps now. Not so hard without your mates, are you?

Unusually for shooty games, you use the mouse to direct the targeting monocle around the screen, and use either the arrow keys (or Z and X) or a joystick to move the walker across the screen. This works fine with a Bug joystick, as you can hold it in one hand, but for bigger ones, you'd better stick with the keys.

On your side, you have a 40-foot high walking robot, with your pilot stuck away safely in its head, his itchy and slightly sweaty thumbs on the fire buttons. Against you is ranged a sizable proportion of the Great Armies of Our Time, ranging from WW2 vintage, through modern, post-apocalyptic and futuristic nasties. Regardless of their position in time, it's up to you to make them all history, by either blasting them into small bundles of bloody rags or, for the sake of variation, stomping all over them and treading them into the ground.

Needless to say, your enemies aren't going to take this sort of abuse lying down, and there's almost no limit to the methods their attacks take. From the ground, soldiers jump out of trucks, motorbikes drive by, human waves stand around waiting to get chopped up by you, and trains chuff merrily along. Occasionally a particularly determined guy will try and plant a bomb on your power-plant by climbing a rope, but you can usually shake him off. From the air, paratroops descend, choppers flit around, hang gliders drop things on you and strange futuristic 'things' do strange, futuristic things. There are even attacks from off screen, with bombers raking →

"It's not the official game of the United Nations"

All you military types out there will notice the deliberate historical error here. The plane's a US Mustang, which of course had no passenger capacity. Oh, how we laughed down at the 'Soldier of Fortune' social club.

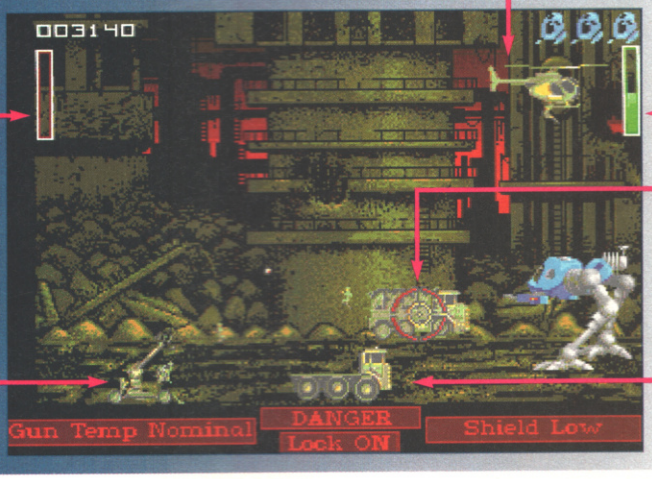
simple. One – Cut no slack. Two – take no crap. Three – kill all prisoners. Time wars aren't so bad, I suppose.You get to travel lots and the hours are pretty good. I like my uniform, the pay's not so hot, but I just luurrrve my walker. Just look at it, man, is that bad or what? When ya see me an' my gleaming blue beastie comin' down the street, don't even bother running, you'll only die tired. Is that cool? Am I a heart-breaker an' a life-taker? You betcha. I'm a certified stone-cold killer, an' I've got the papers to prove it. I'm tellin' ya cuz, I'd cuss my mom out for the sheer heck of it. An' stories, I've got THIS many of 'em. I remember back in '57, it was a real hell-storm. The bad guys just kept on comin', man, I really thought my gun-barrels wuz gonna burn out, but eventually I ended up killing so many it wasn't even funny any more. Life's like that.

3. THE REVIEWER'S VIEWPOINT

Takka-takka-takka-BOOM!! Die, verminous hang-gliding scum! Eat cannon fire, mutoid bikers! Just three of the many things I've said during numerous games of *Walker*, and to dispel any false notions you may have about the game: it has no strategy, it has no variation, it's not the official game of the United Nations. It's great.

You control the walker through four time zones, each consisting of two levels, and you kill things. It's as simple as that.

WALK IT LIKE YOU TALK IT



This shows your gun heat. They're cool at the moment, so get firing you girl.

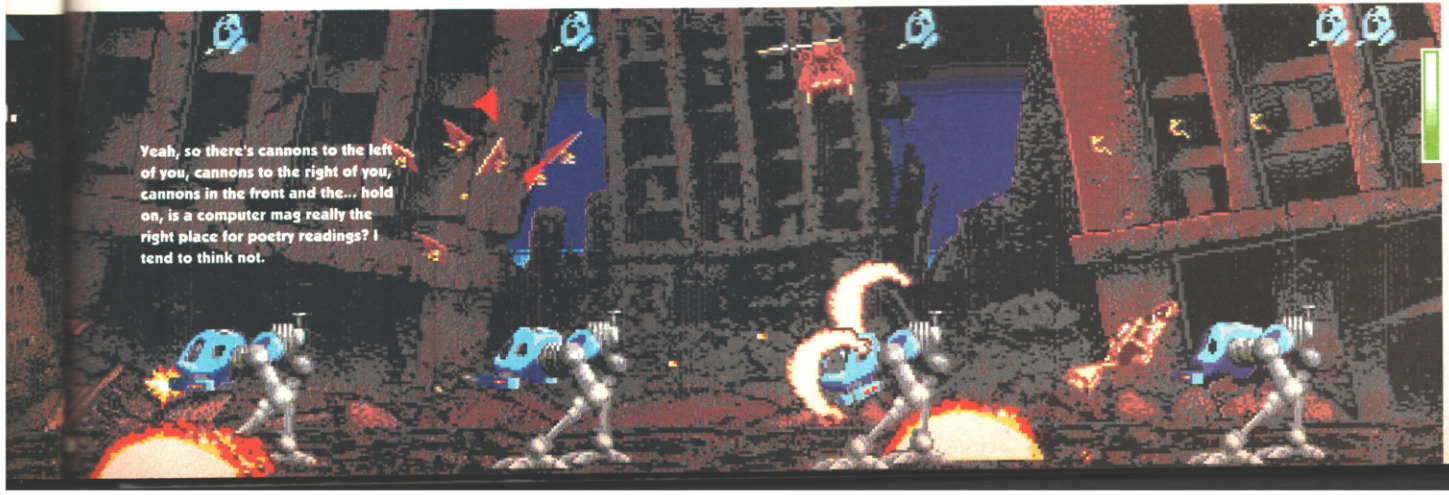
As well as firing rocket barrages, the pilot also plays his stereo really loud, so kill him.

This shows the state of your shield. It's still in the green, so you've still got ages to maim people.

You're locked onto this target, so the guns will track its movement.

In a feeble attempt to even the odds, the boys bring up some seriously large firepower.

This is completely defenceless, so you blow it up for a spot of comic relief.

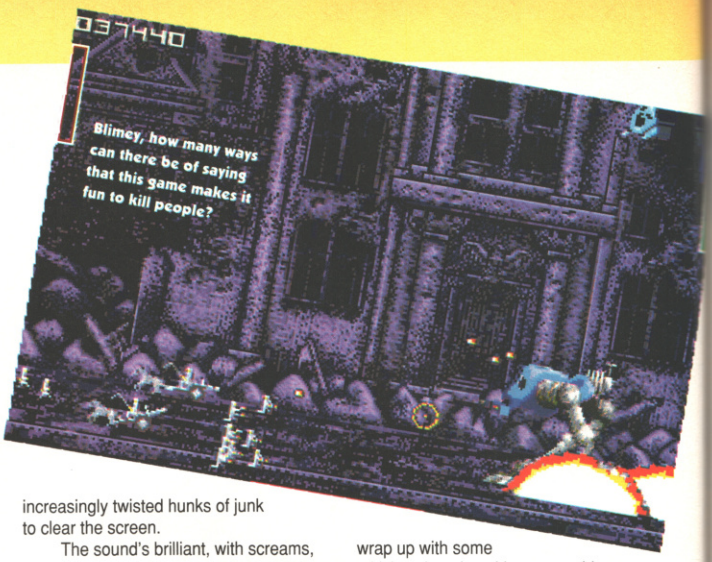


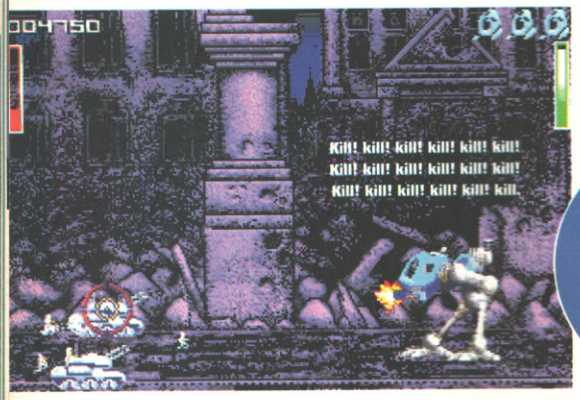
Yeah, so there's cannons to the left of you, cannons to the right of you, cannons in the front and the... hold on, is a computer mag really the right place for poetry readings? I tend to think not.

the screen from (presumably) several thousand feet, their passing marked only by a laser-sight appearing on the ground, and a huge zeppelin makes a brief appearance just long enough to explode in one of the meatiest 'Whumphs' in video game history.

You only get three Walkers, each of which is protected by a pretty flimsy shield, so you've got to keep on your toes and run around avoiding the worst of the incoming artillery. Also, there's no point in spraying the kill-zone with indiscriminate fire, as your guns quickly overheat and jam. And you just kill everything, except for the little horses that wander around, get in your line of fire, and generally make you feel bad every time you off one of the little darlings (as well as costing you energy).

Such a simple, and some may say boring, concept is brought to life by some awesome graphics. The Walker itself boasts 81 frames of animation, so just about every conceivable head position is covered, and even though the soldiers are tiny, they blow apart most impressively in a spray of visceral gore. Also, vehicles don't just vanish when you blast them, instead you've got to reduce them to increasingly twisted hunks of junk to clear the screen.





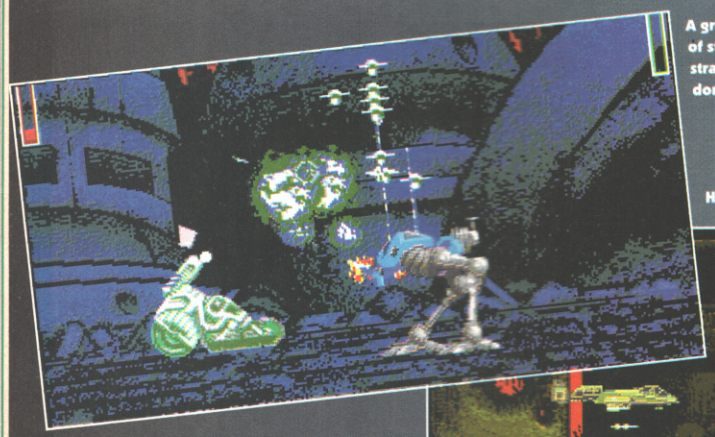
"Slick, polished, high-class slaughter"

The sound's brilliant, with screams, gunfire, ricochets and even a tinny little speaker playing boppy tunes from a chopper's radio as it fires off rockets at you. Cranked up suitably loud, you get that 'warzone' feeling, and only the inclusion of a free napalm-scented scratch'n'sniff card and your neighbour firing an AK-47 over your head could possibly increase the feeling of really being there.

For the sake of objectivity, it's time to wrap up with some criticism, but since I love everything that's in the game, I can only really comment on what's not. The major downer is that there's virtually no attempt at variation in gameplay, with every level consisting of you blasting your way through to an end of level encounter (the platform section which originally alternated with the shooting bits in the game has been scrapped). In fact, that's the only downer I can think of, although it's kind of an important one. I mean, for thirty quid you might be expecting more than eight levels of pretty much the same thing. This said, I can't see that many people will be howling for their money back, as there's a lot to be said for this kind of slick, polished, high-class slaughter. It really is my kind of fun. Now, where did I put that magnifying glass, there's some ants on my window sill, and the sun's just come out. (Fade to maniacal giggling...)

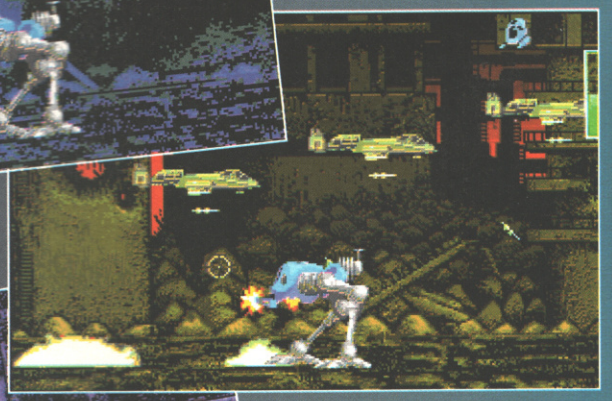
● *MARK WINSTANLEY*

PLENTY OF TIME TO KILL



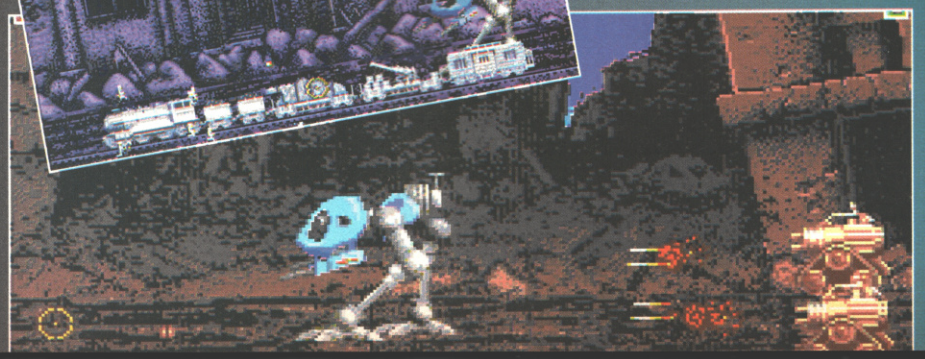
A graphic example, here in the future world, of strange futuristic things being particularly strange and futuristic. Note the classical dome-based architectural features.

Below: The modern (ish) era with lots of familiar war toys of today and tomorrow. Here, A-10's do their best to ruin your day.



Here in war-torn WW2 Europe, you do your best to make the train go chuff-chuff, hiss-hiss, urg-urg by filling it full of holes.

And finally there's the obligatory weirdo post-apocalyptic setting, where mankind cobbles together used machinery à la Mad Max.



UPPERS One track gameplay. Kill, KILL, KILL!!! Awesome pyrotechnics, both visually and aurally, and the general battle noise add so much that playing with the sound way up is a must. The Walker itself is a piece of sheer brilliance.

DOWNERS One track gameplay. Mowing down hordes of vulnerable humans (but not the horses, remember) isn't everyone's idea of a good time, and that's all *Walker* has to offer for your 30 (30!) quid.

THE BOTTOM LINE

It's got no power-ups, no smart bombs, no extra bonus levels, but I just can't get enough of it. I've never seen things explode so credibly or soldiers die so needlessly and gratuitously. Okay, so the gameplay's simple and repetitive, but it's yet to lose its appeal, and I've been playing various versions of this for months now. What's here is flawless, but what stops it getting 90-odd is its one dimension-ness, shortness and expensiveness.

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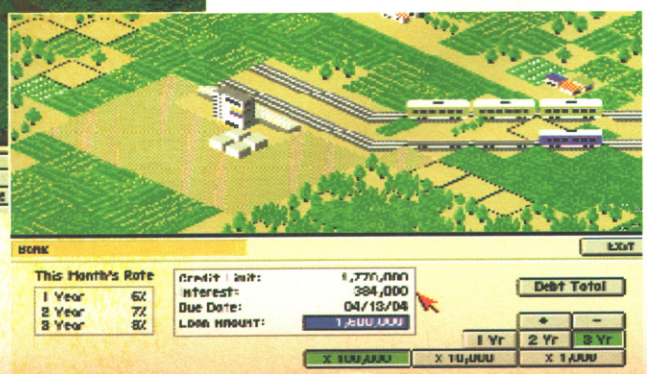
The freight trains chug merrily around the track, shuttling raw materials hither and thither and generally keeping themselves busy in a Thomas the Tank Engine kind of way.

If only you still owned the plot of land under this skyscraper. It's now worth an unimaginable amount of money, and you sold it for a couple of bucks at the start of last year. What a dope.

Goods are stockpiled next to the factories until a freight train comes to take them away.

A-TRAIN

A strategy game with trains, but this one's got more to offer than most model railways.



When night falls, the city sleeps, but if your scheduling is up the spout your trains will carry on tootling around running up the costs without picking up any passengers.

Game: A-Train
Publisher: Ocean
Price: £34.99
Authors: Artdink/Maxis
Release: Out now
Other details: One meg required. 512K fast RAM required for high-res mode.

Choo choo train keeps riding, we'll be together, together, riding on a train. The Pasadenas, eh? Don't you just love 'em? No? Come on, somebody out there must do, their dance act was great even if the music wasn't up to much. OK, so you might not admit to having the album, but several thousand of you must own the classic single Riding on a Train. And that artificially conceived and really rather tenuous opening brings us neatly on to *A-Train*, which, ironically, could definitely do with some help from the Pasadenas because its music is so dire.

Crank up the volume and you're treated to plinky plonky synthesised tunes that makes lift muzak sound like a symphony. The sound effects aren't much better, just pitiful chugging noises and not so much as a 'choo choo' in sight, or rather, in ear shot. Glad I got that off my chest, because the usual tirade against strategy games is that they all look terminally boring, but that criticism can't be levelled at *A-Train*. If, say, you happened to be organising a politically incorrect Miss World-style pageant to find the sexiest, most gorgeous

looking strategy games, *A-Train* would be up on the cat-walk flaunting its slender curves for all its worth. OK, so it might not win the competition, but it would make a very noble third place, well ahead of the likes of *Civilization*, but just behind pouting beauties such as *Mega Lo Mania*.

"Lovely, long, slender, pulsating beasts"

But why does it look so good? Well, it's mainly down to the level of visual detail. There are all sorts of buildings, and they're all clearly depicted on world maps that are several screens wide and several screens deep. There's everything from shanty town huts, to sky-scraping, er, sky scrapers, as well as golf courses, amusement parks, apartment blocks, ski resorts, factories and, of course, numerous trains. Ah yes, the trains. I knew there had to be a reason for all this. The trains. What can you say about trains that hasn't already been said? They're lovely, long, slender, pulsating beasts that like nothing better than entering dark tunnels at high velocities *(Steady on – Ed)*. And they break down a lot.

But the trains in *A-Train* are different. They never break down and they never go into any tunnels. In fact, they don't exhibit much train-like behaviour at all, apart from the fact that they travel along train tracks and keep stopping at stations to pick up people and freight. So what are these trains for, and what's the big idea behind the beautiful but audibly offensive *A-Train*?

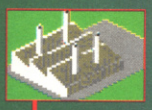
Well, at the most basic level, the main idea is to make money, and lots of it, which you do by building railroads and cities, in a sort of corruption of Maxis' own

If you try to do something daft, one of your advisors pops up to tell you not to do it. Daft things include crossing the road without looking both ways, not wearing a vest, and yelling "Come on San Marino" when in the middle of the main stand at Wembley.

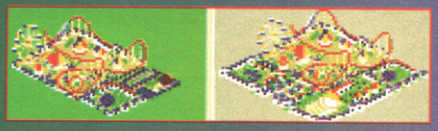
A MENU WITH A MEANING

It's point and click all the way as far as Artdink are concerned, so let's take a quick tour through the sort of sticky substances you'll be dipping your mouse into. You can't just plonk these buildings down anywhere (well you can, but it won't do any good), you should think about the relationships they have with each other and take it from there.

Buy train – Browse through the Argos catalogue of the train world and buy one of 19 different trains.

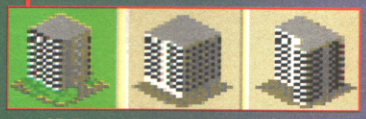


Build Factory – Supplement the supply of raw materials by building factories. You never know, they might even turn in a profit.



Amusement Park – All the fun of the fair, complete with Sudden Impact death sequence.

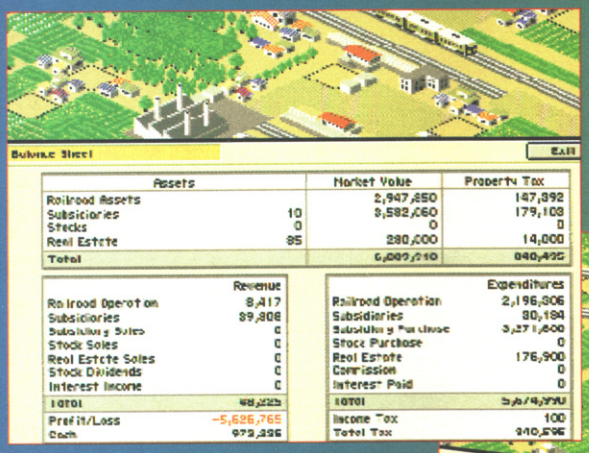
Schedule – Just a tad important, this one. Use it to plan all your train times and routes.



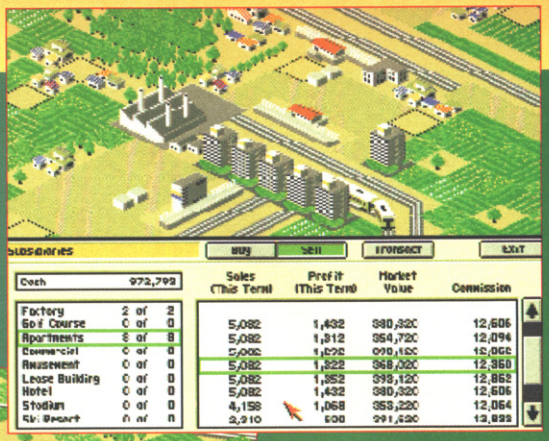
Build Apartments – Not content with rough shacks, the people in the city prefer the flats in the apartments.

Ski Slopes – They rake in the cash, but are no use in summer, so sell them in February.

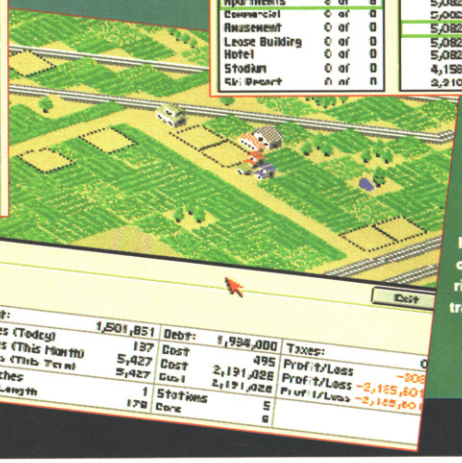
Build Station – Big station, small station, it's up to you. Big ones are more expensive, but they have a wider field of influence.



The balance sheet provides a summary of all the other figures. Expect to take a huge loss in the first year because it costs a fortune to set up the railroad.



Your subsidiary businesses can earn as much money as the railroad. Here, the apartment blocks are beginning to show a real profit.



Keep a sharp eye on the railroad operating costs. If the figures on the right are in red you need to change the trains' scheduling.

So you want to be an entrepreneur? Well, you need a good head for figures because *A-Train* throws them at you with absolutely no apologies. Here's a few important ones to watch out for.

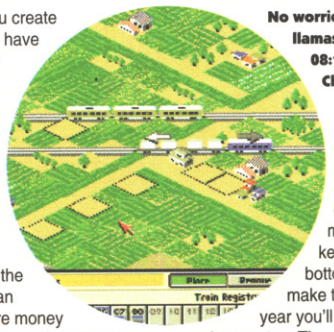
MONEY'S TOO TIGHT TO MENTION

main money maker *SimCity* and MicroProse's *Railroad Tycoon*. There are six scenarios to play through, but the first is probably the best place to start. Scenario the First is called New Town. You load up the map and across the top right-hand corner runs a train track that brings people and raw materials in to the city from outside. I use the term 'city' in its loosest possible sense, because to start off with, the fledgling New Town is just a couple of shacks.

To turn New Town into Big, Brash and Bustling Town, and make lots of money into the bargain, you have to build a railroad. Laying the track is a simple, if slightly annoying process. Click on where you want the route to start and extend the rails across the landscape. Don't worry about planning permission – you're in charge of the place and because you're totally evil any houses that happen to be in the way are automatically flattened. So, the track's in place, you slap a couple of stations at either end and then select some trains from the 19 passenger and freight locos available. You start the whole thing running and you lose money. You lose lots of money because there aren't any people on the passenger trains and there aren't any goods for the freight trains to carry. And this is where the city-building side comes in.

Not only do you create the railroad, but you have to construct cities to provide goods and people who will want to use your trains. The people need places to live, places to work, places to shop and places to have fun. The more efficient your rail network is, the more of them you can provide and the more money you make. As well as earning money from your (hopefully) profitable railroad, you earn money from subsidiary businesses such as apartments, factories and resorts. It's not long before you realise that all the businesses feed off each other, and none can survive independently.

A-Train is undoubtedly a complex simulation. The difficulties of creating an efficient rail network are a real, but enjoyable, headache to start off with, and once you've got your trains running smoothly you have to switch your focus to the finer points of city building and all its myriad complexities. The success of each subsidiary depends on which other subsidiaries are nearby, so, for example hotels do well when they're near to ski



No worries here with leaves or llamas on the tracks – the 08:15 Chattanooga Choo-Choo is ready to roll.

resorts. But it doesn't stop there. You have to remember that you're running a corporation, which means you've got to keep a keen eye on the bottom line, and if you make too much profit in a year you'll be clobbered with income tax. Throw in the stock market for good measure and you've got one hell of a strategy game.

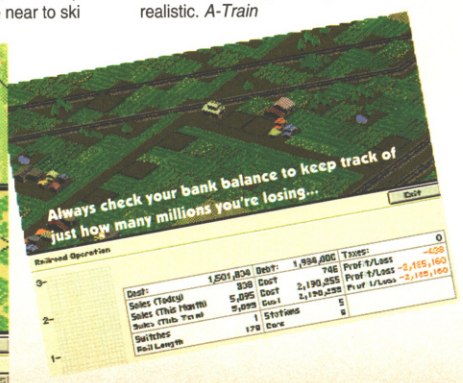
It's not without its flaws, however. Even on the highest speed setting the game chugs along like a clapped-out steam engine, which means you often have to leave the game running for long periods before any big changes occur in your city. If you're patient then it's bearable, but there's a good chance that the slow pace could put you off altogether.

Then there's realism, which is always a thorny subject when it comes to computer games because by their very nature they're works of fiction. But that doesn't mean they can't try to be realistic. *A-Train* has its realistic bits, such as the bank and stock market which are only open 9-5 Monday to Saturday. If you want to borrow money or buy shares outside these times you can't, you just get a message saying you have to wait until they open. This sits uneasily with your God-like ability to pluck entire apartments blocks from thin air and plonk them down pretty much wherever you choose. You can also switch a train of 500 passengers from one line onto another. Where do all the people go?

Apart form the speed issue, these are all really rather minor gripes. *A-Train* has to be one of the best strategy games around, and its open-ended nature means you never have to stop playing. You have to care about what you're doing, but luckily *A-Train* gives you so much freedom to do what you want that you do start caring about the cities, whether you want to or not. As with *SimCity*, you can just keep going until you get bored of playing with your massively complicated computerised train set.

● *RICHARD LONGHURST*

The satellite view in the corner lets you see the whole network.



Always check your bank balance to keep track of just how many millions you're losing...

UPPERS Potentially a never-ending game that provides a stern test of your brain power. Clear graphics in low-res mode, even better in high-res, and very little disk swapping even on single-drive machines.

DOWNERS The music, the sound effects and its slow pace. Worth persevering though.

THE BOTTOM LINE

Has to be one of the best strategy games available on any computer format, despite speed problems. Groovy.

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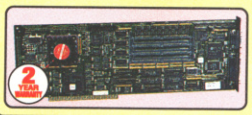

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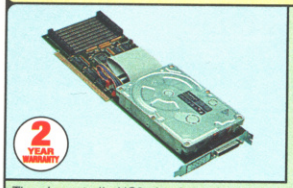

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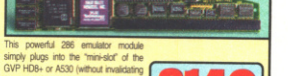

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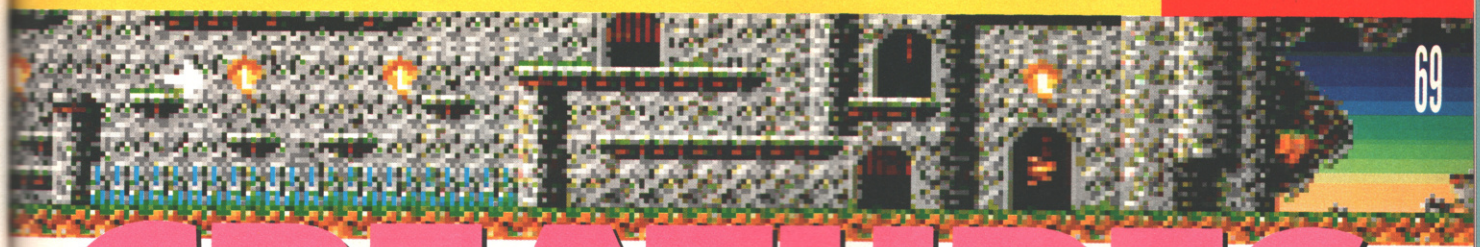


CREATURES

So how well does the C64 smash hit shape up on the Amiga?

Game: CREATURES
Publisher: Thalamus
Authors: Amiga version by WJS Design
Price: £25.99
Release: Late March

Mmm. Nice Thalamus intro sequence, anyway. *CREATURES* (an acronym for *Clyde Radcliffe Exterminates All The Unfriendly Repulsive Earth-ridden Slime*, trivia fans) is a game which comes to us via the C64, on which format it was one of the most popular games of recent years.

Immediately, a thought came to me. Why not get esteemed AP contributor and Production Editor of Commodore Format, Dave Golder, to take a look at the Amiga incarnation and write half my review for – er, fill us in on a bit of background and give us his professional opinion? Over to you, Dave.

"I think the thing about the C64 version was that it was really nicely programmed, with lovely graphics and smooth scrolling and all that stuff. On the Amiga, all that's very ordinary, and all you're left with is the actual game, which ends up being exposed as a bit ordinary. It IS basically the same game, but it's not so cute (I don't know why), it seems slower, and the jumping is really odd. It just doesn't seem to work on the Amiga. In fact, it's really quite tedious, isn't it?"

You know, he's right. *CREATURES* is a horizontally-scrolling (but only in one direction – so there's no going back over all those bits you've missed here) platformer, featuring six (count 'em!) levels of walk-along-a-bit-and-occasionally-shoot-things antics. In between these platform levels comes the game's Unique Selling Point – the torture sequences.

These single-screen levels involve one of your little fluffy chums about to be horribly maimed with a chainsaw or big gun, unless you can somehow save them inside a tight time limit. Dubious taste? Well, maybe a bit, but the fact that the torture screens are by far the best bits of the game allows you to forgive any wee moral qualms you might have. It's harder to forgive how awful the rest of it is.

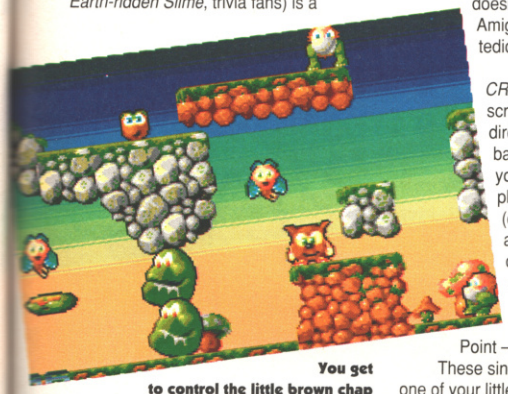
Now, you might be thinking I've skipped a bit on game detail here. Sadly, I haven't. That's all there is. You trudge slowly through unexciting scenery. Blocking your way are lots of baddies. Most of them need a million or so shots to kill, which you often have to administer one at a time, by standing on the very edge of a platform (ie seemingly completely in mid-air), jumping up, getting a hit in and then repeating the whole procedure for the next year-and-a-half. Some of them are indestructible (although they may look identical to other, destructible, ones), which forces you to manoeuvre past them, usually with little more than two pixels of space to play with.

Even with the unfriendly and unforgiving controls, this isn't especially hard most of the time, so long as you go very slowly, making the game even duller. Pixel-perfect precision jumping is required from the first level onwards, which wouldn't be so bad if it didn't mean you having to stand on thin air so much, but it's just another one of the elements which, when all mixed in together, makes *CREATURES* one of the most downright unenjoyable games it's been my misfortune to play in quite a while. Like, did someone forget somewhere along the line that all this is actually supposed to be fun?

You want a tin lid for it all? How about annoying sound – average music, drowned out by staggeringly loud effects (which you can switch off if you like, but that's not exactly the point, is it?) and interminable disk accessing? This ruined my day, I can tell you.

● *STUART CAMPBELL*

One of several fetching torture scenes in *CREATURES*.



You get to control the little brown chap in the middle there. Cute, isn't he?

"Unfriendly and unforgiving controls"

Is our hero a tad smug-looking? Well yes, frankly. But ultimately, there's very little for him to be smug about.

Standing improbably on the back of a bat, our hero makes his way down to bore the cat with his fire breathing trick.

There will come a time when the garden pea will have evolved to these epic proportions to provide food for all.

UPPERS The torture screens are quite fun in a frantic, urgent sort of way.

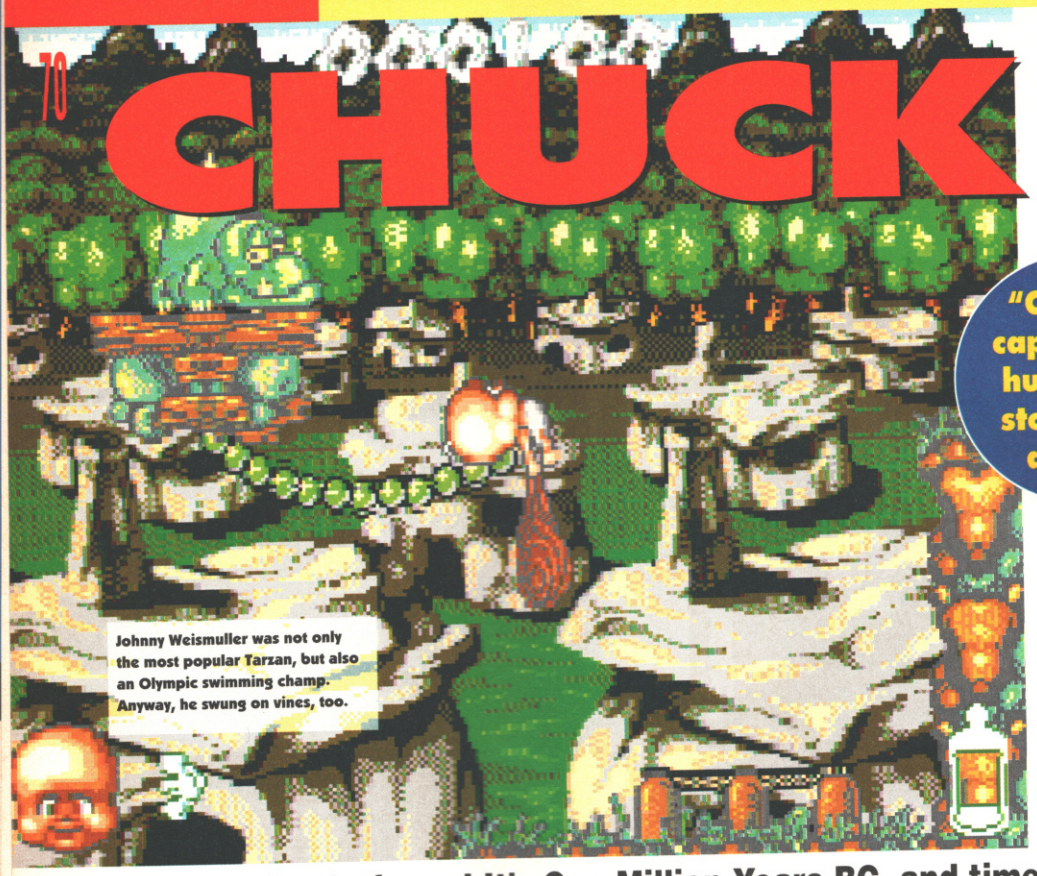
DOWNERS The main game is utterly tedious, frustrating, completely lacking any kind of depth, and ridiculously small.

THE BOTTOM LINE
What a disappointment. I'd been expecting a great old-fashioned 8-bit-type arcade game, and got a tenth-rate *Risky Woods* clone instead. Horrible, in all the wrong ways.

20 PERCENT

70

CHUCK ROCK II



Johnny Weismuller was not only the most popular Tarzan, but also an Olympic swimming champ. Anyway, he swung on vines, too.

"Cartoon capers and humorous stone-age antics"

Prehistoric platforms! It's One Million Years BC, and time to rock your baby.

Game: Chuck Rock II
Publisher: Core
Authors: Dan Scott, Robert Churchill, Richard Morton
Price: £25.99
Release: Out now

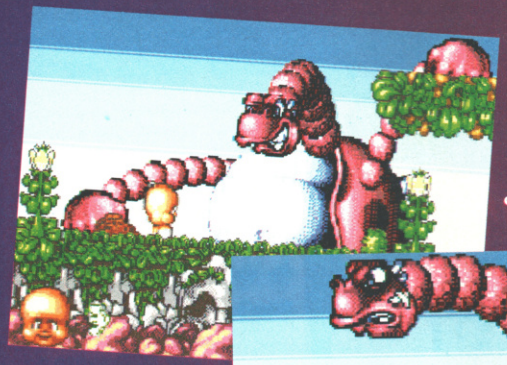
One of the sad things that I have to admit about my education is that I'm much more clued into the disposable, flossy side of popular culture than the more refined, dignified bit that's considered much more worthy and that parents send their children to expensive public schools to acquire. I can, for instance, sing along to the opening credits of Top Cat (apart from the line after "close friends get to call him TC," but who in the world knows that one?), but when it comes to the lyrics for 'Carmen' or 'The Marriage of Figaro' or even 'Hello Dolly' for that matter, I really don't have the foggiest. Unless of course they've been used in an ad campaign.

With my brain inundated by this trash culture, with the most important Bill and Ted in my life being neither Shakespeare nor Roosevelt, it's hardly surprising that when I've been playing *Chuck Rock II – Son of Chuck* (hereafter referred to as *SoC*), I've found myself singing the Flintstones theme tune, which is, I suppose, a good indication that the game promotes a fun and frolicy atmosphere of cartoon capers and humorous stone-age based antics. Well, I think so.

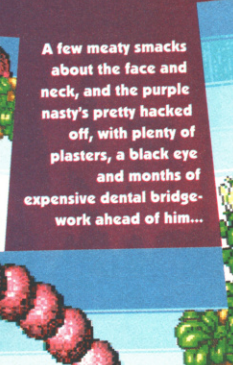
SoC takes place some time after the end of the original *Chuck Rock* – based on the age of the infant concerned I'd say about 18 months later. Ol' Chucky, you may remember, spent most of his time going 'Unga-bunga' while he threw rocks at dinosaurs and belly-butted his opponents into submission. However, since his victory over the evil Gary Gritter, he's turned into not just a successful businessman, but also a father. Chuck's been building cars, and his Fjord (oh dear) motor company is now a rival to the world's biggest car producer, Datstone (oh dear) which only happens to be owned by the aforementioned Gritter chappie. Several particularly poor igneous-and-sedimentary-related puns later, we

Any regular viewers of that entertaining and informative program Sesame Street will notice the subtle Big Bird influence here.

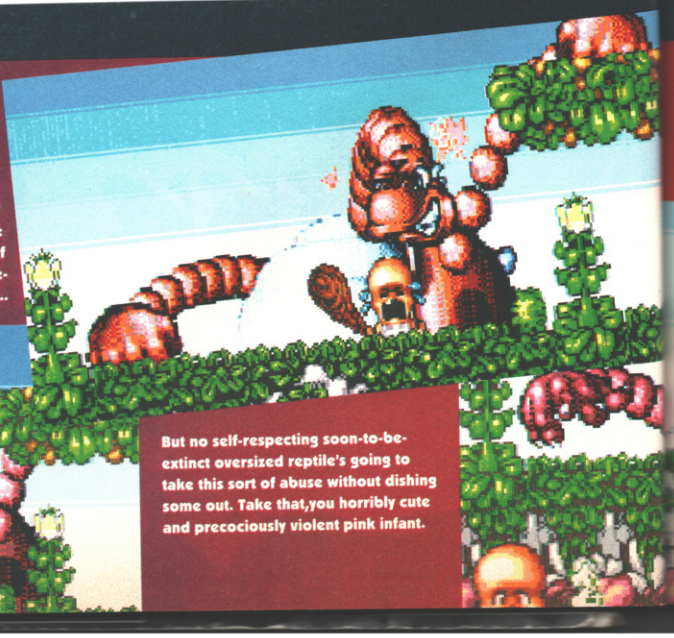
SURVIVAL OF THE CHUBBIEST



This dino may be cute, but he's also a bit too big to pick on poor little Junior who, he's soon to discover, is a tad tougher than he looks...



A few meaty smacks about the face and neck, and the purple nasty's pretty hacked off, with plenty of plasters, a black eye and months of expensive dental bridge-work ahead of him...



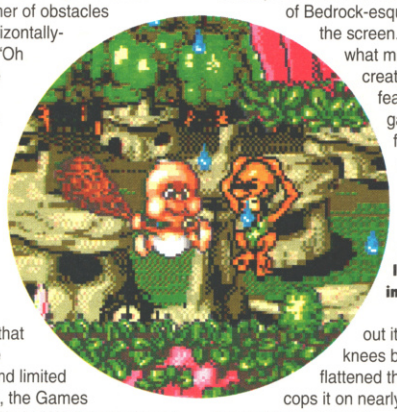
But no self-respecting soon-to-be-extinct oversized reptile's going to take this sort of abuse without dishing some out. Take that,you horribly cute and precociously violent pink infant.

CK II

discover that Chuck's been kidnapped and Gritter's demanding that his wife signs over the deeds of Fjord or else. This demand comes in the form of (yet) another rock gag, when an inscribed stone slab is hurled through the window – tied to a brick. Needless to say, no son of Chuck's going to take this sort of criminal pressure lying down.

So the game's all about getting daddy back and, just like the original, you've got to haul Chuck junior's bod through all manner of obstacles in numerous horizontally-scrolling levels. "Oh yeah," I hear the more cynically jaded of you out there exclaim, "that sounds just like *Chuck Rock*. In fact that sounds suspiciously like any one of the hundreds of cute, scrolling, platform games that have flooded the games market and limited the choice for us, the Games Players Of The World." Well, loath though I am to admit it, you may have a point. In Computer-Land the chances are that if you threw a brick off a building, you'd kill at least seven cute platform games and no one would even stop to look. Platformers are so numerous because they're so popular, and if you loved the original then I'd say you're going to love this one. Okay, so it's pretty derivative, but what the heck – it's great fun.

Before this gets bogged down in a general discussion about the merits and problems of platformers as a game genre, I'll cut back to the *Son of Chuck*. Graphically, *SoC* excels, with all manner of cute goodies, baddies and incidental characters, and some monstrously huge dinosaurs that are so lovable that you get a lump in your throat and an oppressive feeling of guilt when you first hit them. Junior starts off in the caveman suburbs, which is where the inevitable Flintstone comparisons are at their height, with suitably cavemanised cars and all manner of Bedrock-esque items littering the screen. There's also what must be the hugest creature ever to feature in an Amiga game, so big in fact that you've only got enough time to check out its toe-nails and knees before it's flattened the fat bloke (who cops it on nearly every level) and strutted off the screen.



Check out Mr Wiggy's rug looking stunned in the foliage.

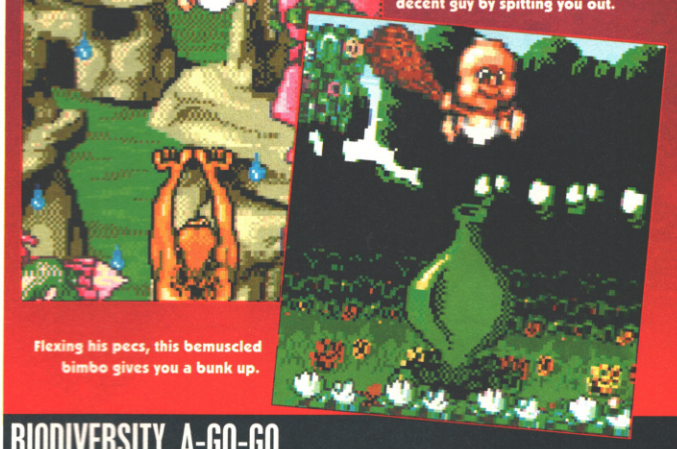
Junior is a miniature comic masterpiece, with goodness knows how many frames of animation. He wobbles along as he drags a huge club, yells as he swings, balances on the club to avoid ground attacks and throws a real tantrum every time he loses a life, complete with tears and ground beating. All this care and attention to detail is thankfully spread over the entire cast of characters. There are sharks, surfing green dudes, and the added bonus of Mr Wiggy, whose dislodged mop is quite capable of going on independent killing sprees. There are even some politically-incorrect chesty cave-babes who perform what can only be described as a bust-attack on the startled infant. Any nasty that takes a few hits to dislodge invariably gets redrawn, so when you bash a small dinosaur and discover it's a guy in a Godzilla suit, he loses first his monster head, then his entire suit, which leaves him embarrassingly naked. Oh how I laughed. No really, I did, I think little touches like these are what raise slick products like this from normal, dumb, run-of-the-mill platformers.

From the suburbs, you spend an entire level on the back of a huge purple Nessie-type monster, clubbing at flapping fish and pterodactyls, and taking time out to avoid being drowned by perching on the feet of a huge bird. Then it's through →

This little dino rivals Junior in the cute stakes, and also runs pretty fast too, bless its stumpy legs.

A sharp crack on the head will force this critter quite literally to stick his neck out on your behalf.

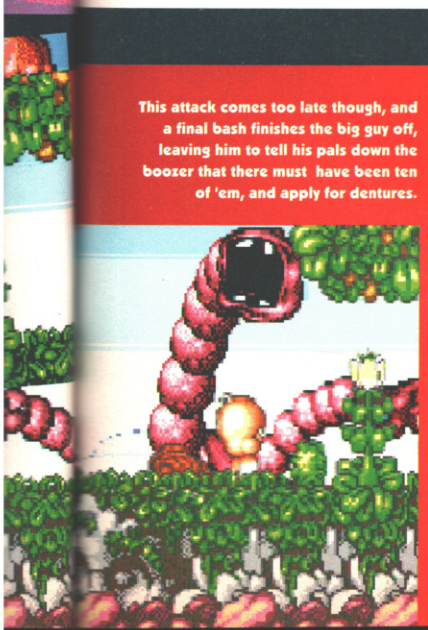
Looks can be deceiving. This huge Venus Fly-Trap turns out to be a decent guy by spitting you out.



Flexing his pecs, this bemuscled bimbo gives you a bunk up.

BIODIVERSITY A-GO-GO

Which one of these situations is worse: being splattered by obscene bird droppings, or being hassled by a weirdo whose lifestyle is heavily influenced by naff 1970s Japanese monster movies?



This attack comes too late though, and a final bash finishes the big guy off, leaving him to tell his pals down the boozer that there must have been ten of 'em, and apply for dentures.

Anyone with their own infant, or kid brother or sister, will recognise the tell-tale trembling of the bottom lip that precedes a wobbler of colossal magnitude.

Next up in the baby-tantrum sequence is all that embarrassing and noisy moaning and wailing that generally happens in the pet-food aisle at Tesco's.

Finally there's the sulky stage, which is usually overcome by promising the infant sweets and a cuddle. It's up to the independent Junior to sort himself out and carry on.

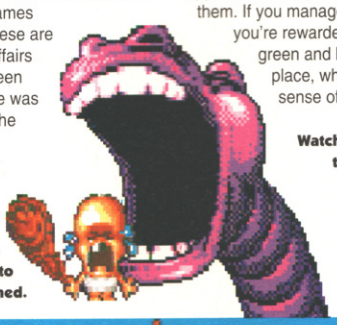
THE CRYING (PART OF THE) GAME

Tightrope-walking baby dinosaurs and exploding sparrows – now there's something you don't see every day.

jungles, waterfalls, a few pretty stunning volcano levels, up and down a cliff face and finally into the Datstone car plant to face the last few bad guys and have a tearful reunion with Pa Rock.

All this adds up to about 16 levels, which doesn't sound that many compared to games with hundreds of screens, but there's plenty of variety within each location. In the volcanic section, for instance, the first level's a straightforward platform section, with plenty of falling rocks and flames, while on the second level you have to set Junior's club on fire. Why? You just do, Okay? Finally, level three has Junior frantically climbing a tree as it rapidly descends into molten lava. At the top of this there's yet another one of the now famous huge monsters. See? Comic fun a-plenty.

As well as all these variations, there are also a few subgames thrown in. Usually these are pretty second-rate affairs that seem to have been added because there was some space left on the disk, but these are actually quite good.



In an impromptu self-defence move, Junior alters his nappy contents to avoid being consumed.

Watchdog states that 76% of prehistoric accidents were caused by stupidity.

Not good enough to stand on their own, that would be too much to expect, but they perform the task required of them – to provide a bit more variety. There's a river race which is one of those 'waggle the joystick very quickly' things where you hope the race finishes before the joystick disintegrates in your hand. Later there's my personal favourite where you knock apples out of a tree so a dog can eat them. If you manage it in the time limit, you're rewarded by the dog going green and barfing all over the place, which appealed to my sense of humour, then finally there's a carving section. You know that bit in *Street Fighter II* when you have to trash the car within a time limit? Well this is the same, only you've got to carve a stone block into a statue by finding the sequence of bashable lumps.

Okay, so it's summing-up time, and a quick glance below will show you that all's well in the world of *Chuck Rock II*. By their nature, platform games tend to be a bit samey, but there's enough little touches in this to make you laugh, cry or go through a plethora of human emotions. A big three-handed thumbs up.

● *MARK WINSTANLEY*

Above: It's a banana, a monkey and a cute kid. Do you really need me to do this?

In a dynamic example of the problems of obesity, the fat bloke wobbles his way to an early, and wide, grave.

"Plenty of falling rocks and flames"

UPPERS A good blend of basic platform action combined with puzzle elements. Cartoon graphics good enough to raise a smile, and some massive end of level bosses.

DOWNERS Many of the levels are very linear, forcing you along a single path through the game.

THE BOTTOM LINE

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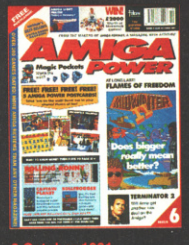
On the disk: *Bombuzal* – the complete game!*

2 June 1991
And it just gets better! A giant Bullfrog interview and reviews of games like *Megatraveller* and – yes! – *Monkey Island*.
On the disk: *Kid Gloves* – the complete game!

3 July 1991
You want Core Design, CDTV, *F-15 Strike Eagle II, Deuteros*, and *Toki*? – this is the place to come!
On the disk: *Exile* special world, *Prehistorik* preview, and great PD!*

4 August 1991
The Ultimate Autumn Preview, film games, *Jimmy White's Snooker* reviewed and more!
On the disk: *Beast Busters, The Executioner* & three great PD games!*

5 September 1991
All the new god sims compared.
Lemmings preview.
Mega lo Mania reviewed.
On the disk: *Barbarian II* demo, plus five (five!) great PD games!*



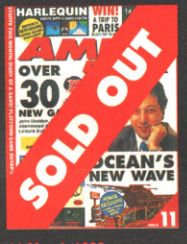
6 October 1991
Midwinter II, Cruise For A Corpse, Magic Pockets Rodland and many more reviewed.
On the disk: *Rolling Ronny, Captain Planet, Bullfrogger* and still more!*

7 November 1991
Monkey Island II, Indy Jones previews. *Formula One Grand Prix, Blues Brothers, Lotus II, Robocod* reviewed.
On the disk: *Leander, Video Kid*, plus fabulous PD games!*

8 December 1991
Bumper Xmas hardware guide. *Populous II, First Samurai, MicroProse Golf, Knights Of The Sky.*
On the disk: *Cisco Heat, Elvira Arcade* (one meg), best of PD!*

9 January 1992
Giant FRPG feature, our Games Of The Year. Reviews of *Smash TV, Birds Of Prey* and more!
Double disk: *Knights Of The Sky* training section (one meg) & *Puggles.*

10 February 1992
Spring Game Guide. Reviews of *RoboCop 3, Another World, Leander* and more!
On the disk: PD Special – featuring *Mr Wobbly Leg, Raid* and *Squamble.*



11 March 1992
Mega lo Mania II – diary of a game. Platform games buyers guide. Reviews of *Harlequin, John Madden, Shadowlands.*
On the disk: *Pacific Islands* mission and three PD games!

12 April 1992
Giant Psygnosis preview feature, beat-'em-up guide. Reviewed: *Parasol Stars, Titus The Fox, Vroom .*
Double disk: *Titus The Fox, Project X*, plus *Rome* (one meg only).

13 May 1992
Anniversary Issue! New AP Top 100, hidden games guide. Reviewed: *Apidya, Project X.*
Double disk: Demos of *Sensible Soccer, Wizkid, Campaign, Pinball Dreams.*

14 June 1992
Footy games preview, joystick guide. Reviewed: *Fire & Ice, Addams, Eye Of The Beholder II, Pushover.*
Double disk: Playable levels of *Legend* and *Aqua Ventura.*

15 July 1992
Reviews! *Wizkid, Sensible Soccer, Monkey Island 2, Lure of the Temptress* and (of course) much more.
Double disk: *Galactic, Amega Race, Number Fumbler*, Mental Image shareware.

16 August 1992
Shoot-'em-up guide. Reviewed: *Crazy Cars III, Links, Civilization, Dojo Dan, Might & Magic !!!.*
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Pop stars and their games. Guide to multi-player games.
Reviewed: *Premiere, Bug Bomber, Fascination.*
Double Disk: *Top Secret, Beast Master, Captain Dynamo.*

18 October 1992
The Ultimate Autumn Preview. Where are they now? Reviewed: *Zool, Putty, Lotus III, Troddlers*, and *Beast III.*
On the disk: *Lotus III* and *Tearaway Thomas.*

19 November 1992
Industry giants tell us how far the Amiga can go. Mindscape tell all too. Reviewed: *Assassin, Pool, Doodlebug*, and *Rome AD 92.*
On the disk: *Doodlebug* and *Metamorphosis.*

20 December 1992
Readers' Top 100. 1993 games. Reviewed: *Road Rash, BC Kid, Pinball Fantasies, Kyrandia.*
On the disk: *Lethal Weapon, Fire And Ice Xmas Special, Bill's Tomato Game.*

21 January 1993
Our (second) brilliant year. Is CDTV a Good Thing... or not? Reviewed: *Indiana Jones, Wing Commander, Nigel Mansell, KGB.*
On the disk: *Sensible Soccer* (special version), *CAP* and *Trolls.*

22 February 1993
The A-Z of Arcade Games (part 1), A Clone Again Or... Reviewed: *Street Fighter II, Chaos Engine, Lionheart*, and *Alien*^{3}.
On the disk: *Alien*^{3}, *Arabian Nights*, and *Atom Smasher* (great PD).

23 March 1993
The A-Z of Arcade Games (part 2), and a bumper crop of reviews: *Legends of Valour, Sleepwalker, Transarctica, Ragnarok, Combat Air Patrol* and more! **On the disk:** *Body Blows* and *Sleepwalker.*

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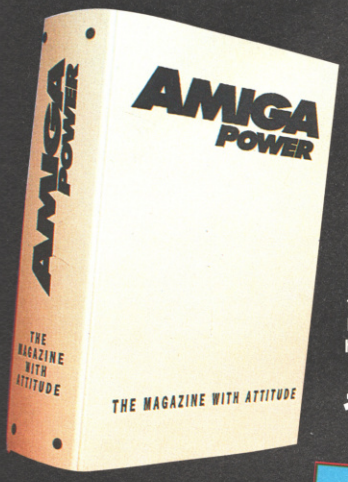

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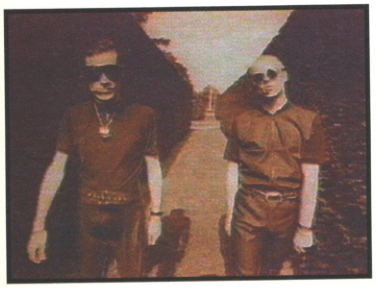

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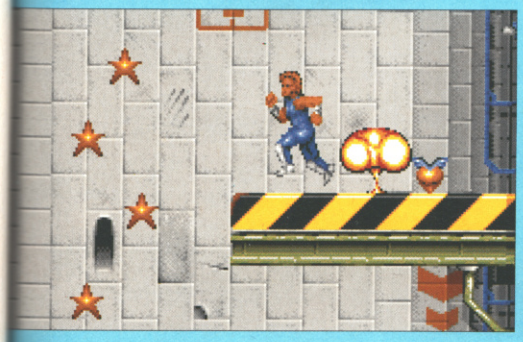
COMPLETE control

That Jonathan Davies, eh? Never too tired or busy to help out the confused and misguided. What a chap!

ASSASSIN (Team 17)

We'll quote this tip, from Alex Hutchinson of Melbourne, Australia, verbatim:
"I was getting a bit annoyed at the way the game kept telling me 'You'll never defeat Midan'. So, being the smart ass that I am, I entered my high score as Midan. The game told me I was a Fat Little Git, and I thought that was that. However, when I played another game and got to the third level before dying, I chose to restart level one. It didn't restart at level one, though,,but level three. So this cheat allows you to restart on whichever level you died on instead of having to go back to the start. Pretty nifty, huh?"



LETHAL WEAPON
(Ocean)

Level codes, eh? You can't beat them. Here are some from Justin Gill of Insch:

Mission one: KSIIFL
Mission two: ECYOIR
Mission three: FLRSKB
Mission four: UEOASF

Justin also points out that if you jump on to the notice board next to the mission one entrance and push up, you'll be able to collect four extra lives.

There are lots of cheat keys, too, which were unearthed by someone whose name unfortunately seems to have become detached from their letter. They each involve holding down three keys at once.

ALT-Y-I – Turn off sprite collisions
ALT-Y-K – Increase ammo
ALT-Y-L – Increase lives
ALT-Y-M – Remove sprites and platforms
ALT-Y-N – Correct sprites and platforms
ALT-Y-Q – Game completion credits
ALT-Y plus one of 1 to 0 – access various areas

ATOM SMASHER
(AP Disk 22)

"I've found a cheat," says Stephen Murphy of Fazeley. And indeed he has. It's activated by typing 'CATHERINE ZETA JONES' on the title screen, whereafter you can press 'I', 'L' or 'S' during the game for invulnerability, infinite lives and level-skipping respectively.

There's a level editor, too, adds Don McKie of Hull, which is accessed using the code 'ZANDALEE'. For full details, see this month's True Stories.

ROAD RASH
(Electronic Arts)

Enter the following into the code screen, suggests Philip Greenslade of Grantham:

21132 011H7
VUKBE 27QAG

You'll then be on level two with the Diablo bike and £41 million.

PREMIER MANAGER
(Gremlin)

We revealed one handy phone number (753423) last issue. Here are four more:

250967 – sets TK to 99
000123 – sets PS to 99
220769 – sets SH to 99
781560 – sets everything to 99, and gives you £20 million

PLEASE WRITE!

If you've got any tips for Amiga games, send them in. The address is: Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

ALIEN BR

What a tough game huh? Still stuck on deck three? Still dying before you get to the next lift? Help is at hand – we've got all the maps and stuff you need, all you have to supply is the skill to put all this info into effect.

First of all, here are the level codes. To use them you need to find an Intex console, log on and then type them in at the main menu screen.

We've not marked every single item on these maps, only places where there's lots of keys, ammo and such like.

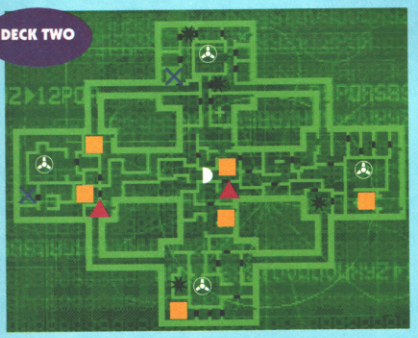
Good luck then people, lock and load!

XXDFA – Deck 2
RTHAA – Deck 4
LAEER – Deck 6
UYTTA – Deck 8
PPEAB – Deck 10

DECK ONE

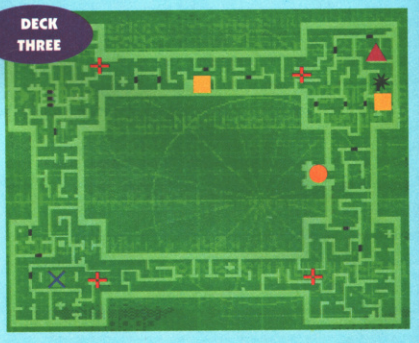
This one's just to get you in the mood. All you've got to do is find the lift, so it's a good opportunity to grab as many keys, ammo and credits as possible. Remember to balance the number of keys used to open doors against the benefits of any room contents.

DECK TWO



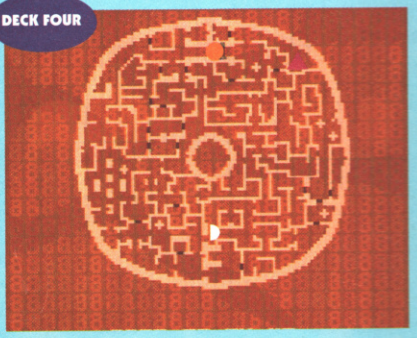
As you head down, the last thing you want is to have aliens dropping down on you, so you've got to blow the top two decks. Simply knock out the power domes, and then run for the lift. You've only got a minute so make sure you shoot up the closest power dome last.

DECK THREE



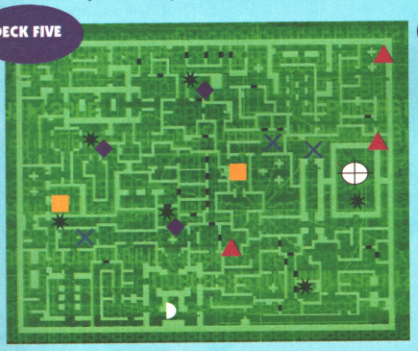
All these explosions have messed the base up, so to prevent any secondary blasts, you need to close all the fire doors by shooting the door controls. Make sure you don't block yourself in by ending up on the wrong side of a blast door.

DECK FOUR



This is a simple one – all you have to do is get to the next lift. Watch out for the one-way energy shields that block many of the doors. If you try to go against the arrows, you'll be fried.

DECK FIVE

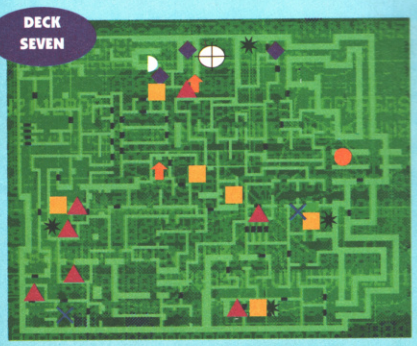


It starts getting tougher from now on. The face-huggers make their first appearance. They're small and fast, so keep an eye out for them. There's an alien queen, so make sure you've bought some impressive firepower.

DECK SIX

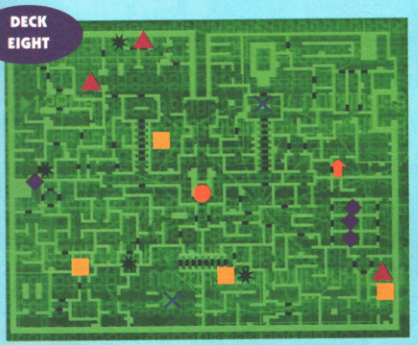
This is another good chance to grab more goodies. Get the extra life from the top left of the map, but watch out for the booby-trapped one near the deck lift – the level will blow seconds after you pick it up.

DECK SEVEN



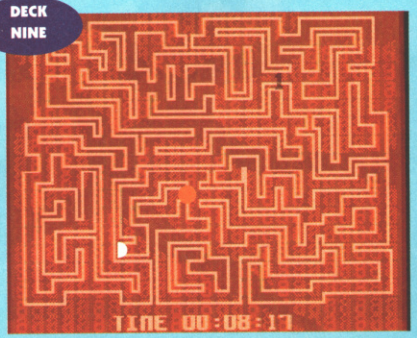
There's a real ugly critter here, but, by way of consolation, you can also pick up an extra life and masses of ammo. Waste the nasty, and press on.

DECK EIGHT



The lift's been damaged, so find duct three and use that. The wormy things jostle with the blue-eyed bugs for the title of most repulsive creatures on this level.

DECK NINE



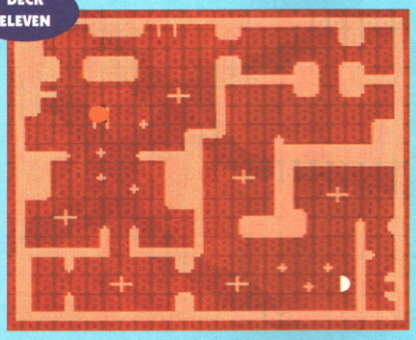
This is just a race against time, and (thankfully) there are no bugs to contend with. If you don't get to the exit in time, the level will blow up and take you with it.

REED '92

DECK TEN

You've got to destroy the power dome to start a reactor meltdown sequence that'll destroy the entire base. Once again, blast the dome, then hoof it grandstyle back to the lift.

DECK ELEVEN

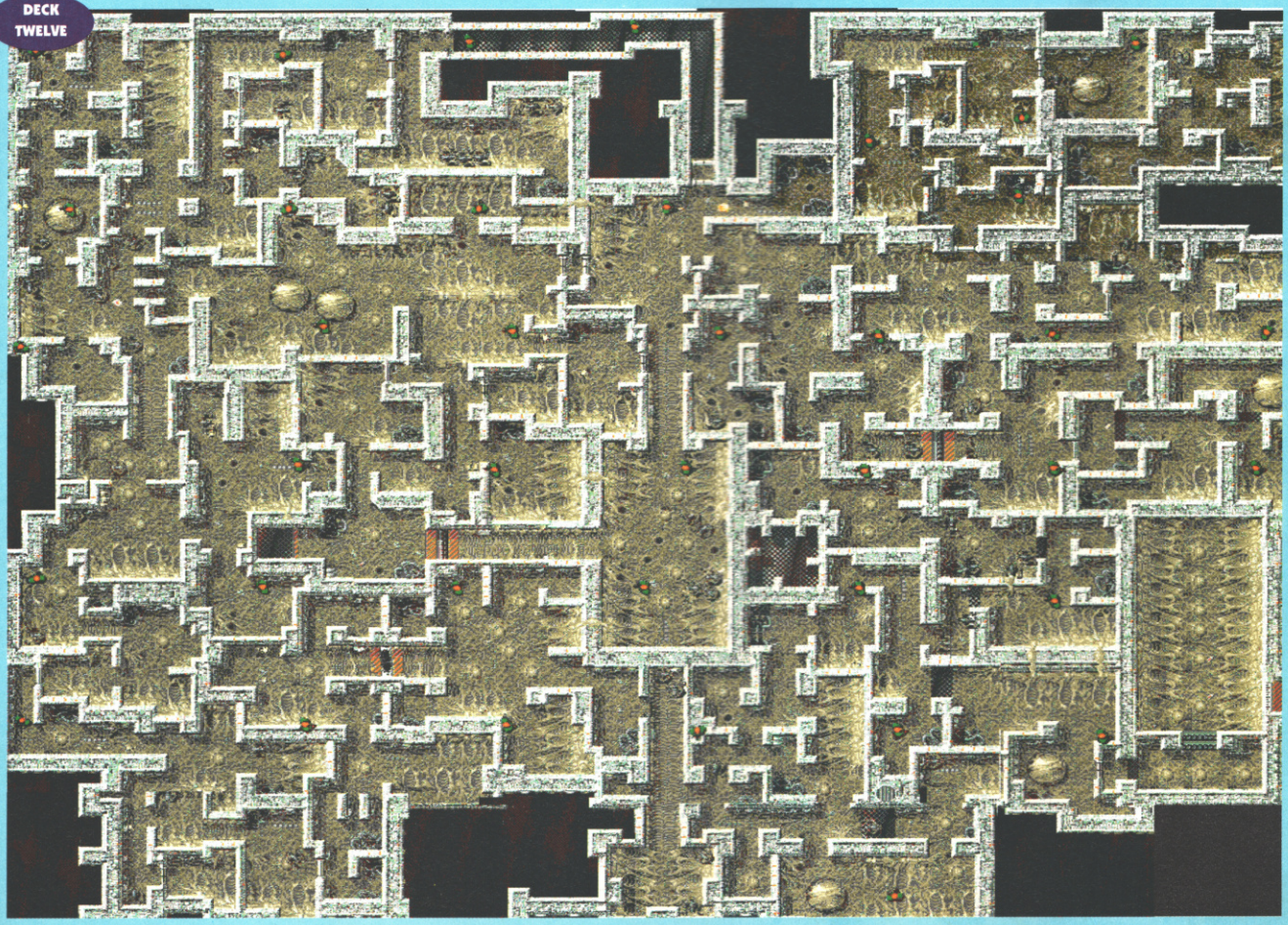


This one scares me. Just shoot at anything that moves and fumble your way through the dark to the exit lift. If you hang around any longer than you need to, you'll use up all your precious ammo and die. In that order.

KEY CODE

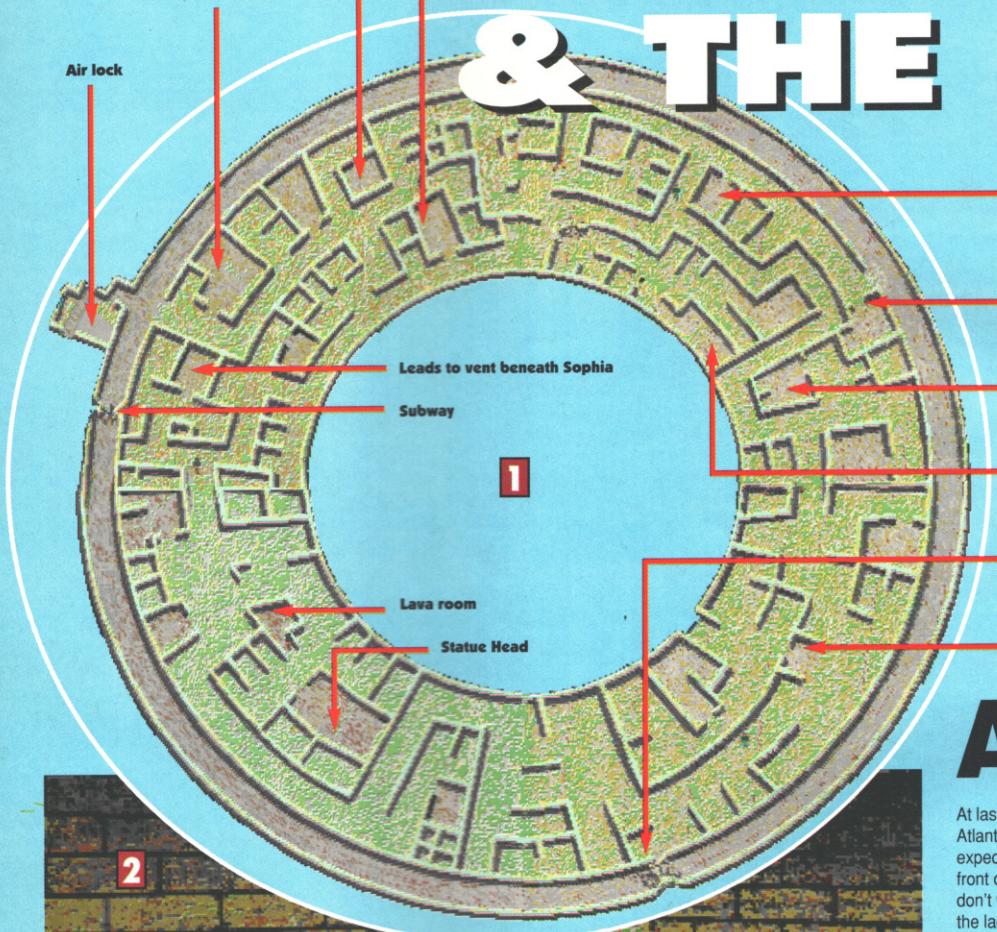
- START
- COMPUTER
- KEYS
- AMMO
- FIRST AID
- MONEY
- POWER DOME
- FIRE DOOR
- EXTRA LIFE
- LIFT
- ALIEN QUEEN

DECK TWELVE



And finally... the hatchery. Alien the movie is pretty evident in this last bit, where the bad bugs have taken over the whole show. Kill as many as you can, then head towards the lift and a confrontation with the biggest, nastiest alien queen of the whole bunch. Kill her (easier said than done), and hurrah for you, it's game over time. There's little else to do apart from try out the *Alien*^{3} game, and sit around and wait for *Alien Breed 2*.

INDIAN & THE FATE



After keeping you hanging on a month for the final part of his Indy Jones solution, Rich Pelley does the only decent thing and lets you have it.

At last – you've finally arrived at the outskirts of Atlantis, but as Sophia points out, you probably weren't expecting it to be so dark. Pick up the wood thing in front of you and walk right. Soph will be kidnapped, but don't worry – you'll be rescuing her in a minute. Use the ladder to climb to the pile of rubble, take the metal rod from the left stone box and stick in an orichalcum bead for a handy torch. Place the three stones on the spindle, set them to the opposite of last time, stick a second bead in the statue's mouth and walk on through, not forgetting to take the ladder and the three stones with you.

1 The outer circumference of Atlantis should prove rather less of a mundane task with help from the enclosed map. It allows you to locate objects and rooms immediately.

2 Still keep an eye out for the guards – avoid them whenever possible, there isn't really much point in trying to fight one of them.

3 When you arrive in the left vent of the dungeon, use an orichalcum bead in the Sentry statue to take care of the guard. Next, walk clockwise around the outermost passageway to the subway in the third quadrant. Use the bread with the cold cuts to make a sandwich which in turn can be used to bait the rib cage. You'll be needing the crab you catch with this contraption from the crab room later.

4 In the lava room, use the cup with the pedestal and the statue's head with the plaque to collect a cupful of lava.

A JONES
OF ATLANTIS

5 Take this back to the machine room, fit the bronze-spoked wheel onto the front of the machine and use the cup with the funnel at the top. And would you believe it? Orichalcum beads! Don't forget to pick up the spoked wheel again, and head off for the sentry room.

6 Here, use one orichalcum bead in the fish head, and a second with the eel sculpture. The eel heats up and, as you throw it into the pool, it will evaporate all the water. Use one more bead in the statue's mouth, the door opens, and go on through to the dungeon.

7 You can't rescue Sophia yet, but in the mean time pick up the machine part and head off for the canal. Use the trapped crab to remove the octopus, wade over to the raft and stick a bead in its mouth. Float down the canal to the left, using the appropriate stone on each spindle to open the gates. The steps that you'll find three screens away lead to a cresent-shaped gear and an open cupboard.

8 Close the cupboard and take a look at the inscription – this is very important, and refers to the sentry statue guarding the inner ring of Atlantis which you will reach if you continue left along the canal. The moon represents the gear you've just picked up, the star represents the bronze gear, and the circle in the middle of the four diagrams refers to the bronze-spoked wheel and the machine part.

9 Now go to the sentry statue left along the canal and prop the ladder against its side to take a look at its chest plate. You want the statue to move its left hand (to your right) so that it releases the chain. Place the wheel and machine part in the middle, the two gears as shown in the inscription and pop an orichalcum bead in the hole. Next, use the left chain with the left bronze hoop, and activate the statue so that he moves his right (your left) hand and opens the door. Pick up the hinge pin and give it to Sophia back at the dungeon who will be able to use it to brace the cage when you lift it. Reclaim the pin, and venture in to the inner circle of Atlantis. At the lava pool take a look at Sophia's chest and drop a bead into the hole. As the necklace starts to heat up, use it with the gold box. Collect the sceptre from the right and follow Sophia as she wanders round to the hulking machine.

10 The inscriptions on the wall outside and the floor inside hint as how to operate the machine, but in truth it is nothing more than inserting and pushing up the pin and the sceptor into the left and right slots and using a bead in its mouth. Once travelling, reposition the left lever into the middle slot and pull both down.

Note the position of the stones on the wall of the gigantic lava room – and set the stones accordingly when you arrive at the heart of Atlantis. Kerner appears and the conclusion starts to unfold – what ever you do, don't give in to the professor's demands and you'll be watching the end credits before you can say (well, shortly after picking the all important phrase of) "For your sake, I hope this doesn't work." ●

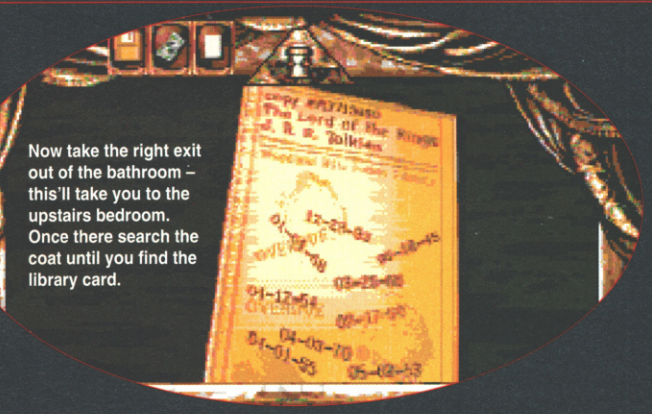
DARK

Lost your way in *Darkseed?* Fear not. Man about the h

DAY ONE

1

Mike wakes up with a severe headache, and is in no fit state to do any sort of adventuring. So to get him sorted out move Mike into the bathroom. Once there, change the pointer to a hand, click on the mirror to open the cabinet and Mike will take one dose of aspirin, then click on the shower to freshen up.



Now take the right exit out of the bathroom – this'll take you to the upstairs bedroom. Once there search the coat until you find the library card.

2

Go back downstairs via the other door, and take the left exit out of the Entry hall. On the desk in the study there's a blueprint which shows two secret passages – one in the study and one in your bedroom. Open the secret door which is located on the right hand wall.

The door behind you closes so open it again, climb the ladder, pick up the rope, and exit via the other secret door back into your bedroom. Once there re-open the secret door. If the doors are closed they'll cause problems later.

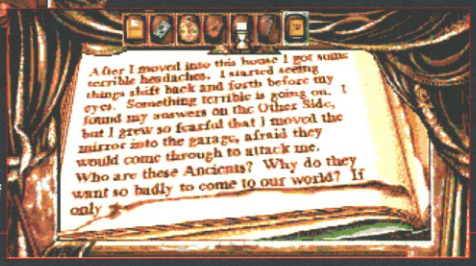
Depending on how much time you've taken, the doorbell may be ringing. Go outside the house and pick up the parcel on the porch, then head back upstairs and into the attic.

3

In the attic push the chest nearest the window by clicking three times on the right hand side of the chest. Now pick up the watch and wind it up. This will enable you to keep the time. Now that the chest has been moved step out on to the balcony and attach the rope to the gargoyle. This provides a second means of access into the house.

Use the rope and enter the garage from the rear, using the door on the right. Open the boot of the car and retrieve the crowbar. Then get inside the car and take the gloves out of the glove compartment.

Walk round to the front of the house and read the paper that is lying on the pavement. Go back inside and once again go to the attic, where you should open the right-hand trunk with the crowbar. You'll find some interesting reading inside. From here go back outside and right into the Woodland hills.



KSEED

haunted house, Joe Humphries, shines a guiding light.

4

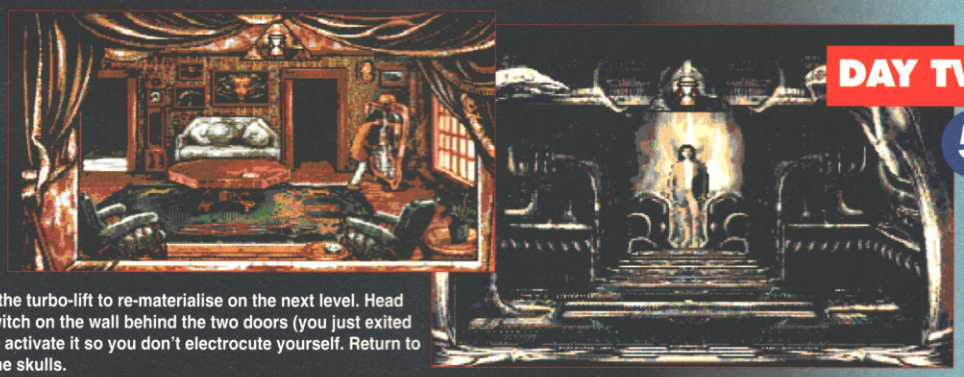
Once in town, enter the grocery store and buy a bottle of Scotch with the money that you already have in your inventory. You will now meet Delbert. After that highly interesting conversation leave the store and keep heading right until you reach the library. Enter the library and pick up the bobby pin on the floor, then give the lady behind the counter the library card that you retrieved right at the start of the game. She will tell you to head to aisle C. Once there click on the green book. Remember the combination to Old Man Tuttle's crypt.

Leave the library and go back to your house, then leave via the left-hand exit. Go through the graveyard to Tuttle's tomb. Open the tomb using the combination from the library book. Once inside go through the door to the urn room, find Joe Tuttle's urn and retrieve the key. Go back home, open the clock case in the living room and read the name plate. Now go back to bed, ending Day One of your adventure.

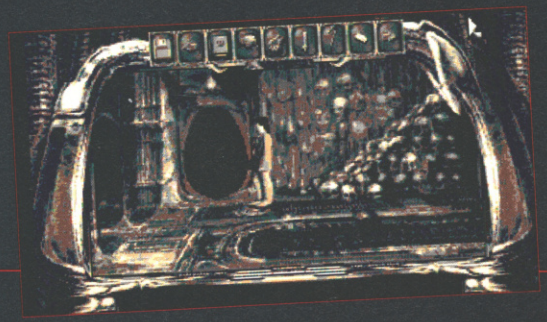
DAY TWO

5

As always, start the day with a cool shower and a quick aspirin. After a bit of time wasting (try listening to the car radio) a missing fragment of the mirror will arrive at the front door. This should be placed in the mirror to complete the portal to the dark side. Now step back and take a running jump into the mirror.



Once you're accustomed to the tasteful colour scheme take the door on the right. From here enter the room on the left. Take a look at what is on the table. Now use the door on the right. Step into the turbo-lift to re-materialise on the next level. Head left to the observation deck. There's a switch on the wall behind the two doors (you just exited via the one on the left). Use the gloves to activate it so you don't electrocute yourself. Return to the turbo-lift and then to the room with the skulls.



Go through the newly-appeared door. Keep going left until you find the shovel. Return to the mirror portal and cross over. Take a trip to the graveyard and exhume John McKeegan. Read the journal that he gives you. Meanwhile, the police have staked out your house and soon you'll find yourself in prison. Don't worry as you have the Get Out Of Jail Free card but, before the next trip to the dark side, you need to stash some of your stuff. Leave the gloves, the money, and the pin under the pillow. Then grab the tin cup from the cot, and rattle it on the bars. When the guard comes hand him the card. The police should set you free in plenty of time to meet Delbert at the back of your house, so on the way out steal the policeman's gun.

That's as much as we're going to divulge for now. Tune in next month for more revelations in the wonderful world of Giger.

DIM WITTED?

Then you need...

THE LAST RESORT

with Jonathan Davies

Teetering on the brink of despair? Wondering whether it's all really worth it? Jonathan Davies can sympathise...

The Last Resort is like a petrol pump. You've got the nozzle bit that you stick into your car – that's the questions which I'm able to answer straight off. There's the long tube that the petrol goes down – the Loose Ends, which I print in the hope that a reader might have an answer. And there's the readout thing with how much it's costing – that's Cases Closed, where Loose Ends from previous issues are tied up. *(He's mad, of course. – Ed)*

LOOSE ENDS

Admitting defeat can be a jolly painful experience but practice, as they always helpfully say, makes perfect. If you know the answers to any of these questions, please write in.

Q "I've completed every level of HUMANS apart from level 51 (code: RAINBOW). Please tell me how it's done."
Billy Cochrane, Glasgow

Q "How do you get rid of the purple flower pots in the upstairs windows in THE SIMPSONS?"
Rhiann Harwood, Pontypool

Q "I'm totally stuck in the ice keep in Gelidia on THE BARD'S TALE III. Which spells do I need to cast to get into each of the three towers? I've tried all my spells to get into the Black Tower, but still can't get in. I don't understand the bit in the riddle about the 'joining wall, will be never more ever'."
S Marsh, Elland

Q "On DUNGEON QUEST, how do you kill or even just get past the dragon? And how do you get out of the minotaur maze?"
J A Aldgroft, Stamford

Q "On BAT 1, I can't seem to find Vrangors Station. It should appear on the radar as an orange dot, but there isn't one."
Andy Yates, Gloucester

Q "On ZAK McKRACKEN, I am having a few problems: a) How do I see in the dark? b) How do I get the egg into the microwave in the plane? c) How do I meet my friend?"
Allan Smith, Leuchars

Q "In GOBLIINS 2, there's a level where there's a giant and a dog. I know you need a hot meal to wake the giant, but I don't know where to get the meal from and it's really bugging me."
James Cooper, Barnet

Q "On mission 13 or 16 (something like that) of WING COMMANDER, I am really stuck. It's the one where I get sent out into deep space, and as soon as I reach Nov 1 a message appears telling me my base is getting blown up. So I whack it into autopilot, get back and discover I'm too late – every single bleeding time. Can anyone tell me how to do this mission?"
Alistair Sturrock, Stevenston

Q "We've been stuck on CRUISE FOR A CORPSE for a number of months now. The time showing on the clock is 10.30 and the mermaid says code 4c. Where do we go from here? Ithink we should use the tool box. Where's the tool box?"
Saul and Euan Mumford (aged 11 and 7), Shoreham-by-Sea

Q "I went out and bought the ALIEN BREED SPECIAL EDITION, but now I've come across a bit of a problem. On level eight I'm supposed to go and find Duct 3, but I can't! I think it's located in the big room to the right, about 2/3 of the way from the bottom but, however hard I try, I can't enter it because of some 'bubbles' on the wall."
David Arnholm, Denmark

Q "I'm stuck in TREASURE ISLAND DIZZY. Please tell me where the fourth key is? And what on earth do I do with the window frame? And, finally, where's the crowbar that I need to get down the well?"
Mark Kessock-Philip, Weymouth

Q "I'm stuck in SPELLBOUND DIZZY too. When you go down the air vacuum, how do you get through the ore crushers? And when you go down with three rocks you can't get far enough."
Mark Kessock-Philip, Weymouth

Q "I'm yet another of the many, many people stuck on LEGEND. I'm on level four of Fagranc and I seem to be unable to progress any further.

I know there's a room with a chest, but I can't reach it, because the only access to it leads over a square which teleports to any one of four other squares. There is also a room with a chest protected by four doors. I've opened two of them with gold keys, but have no way of opening the other two."
Nicola Lindsell, Willesden Green

Write to:
The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.
That is, if you've got a question to ask, or maybe the answer to one of the questions above.

THE SECRET OF MONKEY ISLAND

Q "We've put all the ingredients into the cannon, lit the fuse and put the pot on Guy's Head, but he refuses to let

himself be blown up and away onto Monkey Island.

What haven't we done?"

Rhiann Harwood, Pontypool

A Hang on, hang on, just wait a moment there. The ingredients in the recipe go into the cooking pot, to make soup. The cannon needs to be filled with gunpowder (which is a considerably more effective explosive than all that other stuff) – get that from the kegs where you got the first lot.

Q "How can I pass the deadly piranha poodles at the governor's mansion? I've tried giving them the hunk of meat but to no avail."

Dietmar Reigber, Mauritius

A You need to use the petal on it first, which is obtained from the yellow plant. That's found on the way to the treasure, which is reached by following the dance steps. Now, I don't mean to be unduly picky, but how on earth would anyone have worked that out for themselves except by blind luck. How about some adventure games with logical problems, you chaps?

MONKEY ISLAND II

Q "Please could you tell me how to win the spitting contest? I've already moved the flags and drunk some green drink, but I can only come second. And how the dickens do you drink the grog in the cottage without collapsing?

Is there a solution to the game in a back issue I could order?"

Abigail Webber, Grimsby

A To win the spitting contest, do everything you're doing, but wait until the wind blows the lady on the right's scarf before making your contribution. To win the drinking contest, you'll need the near-grog from the envelope in the jail. When Rum Rogers gives you a mug, pour the contents into the tree and replace it up with the near-grog.

And – yes! – a complete and utter solution to the game (sent in by a reader, no less) was spread helpfully over issues 17 and 18.

THE HITCHHIKERS GUIDE TO THE GALAXY

Q "I'm horribly, horribly stuck in a rather nasty place they call Darkness. Whenever I try and do something, it just says I can't see anything or hear anything etc. etc."

A It's been absolutely ages since I've played this. Text adventure games aren't exactly the most fashionable thing around these days, and I try to stay at the cutting edge of chic.

But, if I remember rightly, I think (*think*) that what you've got to do is keeping typing in any old commands for a while. It keeps on replying that you can see nothing, hear nothing, feel nothing, smell nothing and taste nothing for ages, and then eventually it sneakily omits to mention the bit about smell. Try typing 'smell' at this point and you'll wake up. I'm sure it's something like that, anyway.

CASES CLOSED

Hurrah for AMIGA POWER readers! Thanks to them, all these questions now have answers.

SPELLBOUND DIZZY

Q M Lee of Poole was having a number of problems.

A "The aqualung enables you to breath underwater. The bees were covered in The Last Resort in issue 22, although you need to put the soggy log by the fire to pacify them. Leave the ore crusher for the time being. And the ceramic lid is used with the jar to catch a firefly for use in the dark room."

David Trigg, London

CADAVER

Q Linda Jones of Doncaster couldn't find the key for the door at the top of the stairs in Eastmarch Hall.

A "The key required is obtained by placing the three wands (Durrigan, Matil and Laguna) on the three blocks in the Southern Hall. They should be placed in exactly the above order from left to right."

David Trigg, London

Q Chris Wall of Dudley was after a jar.

A "Get the fire shield from Kazah's tomb by dropping the golden funery coin on it. This gives you the jar, which should then be dropped on Lord Carolus's tomb."

Mrs P Marshall, Sittingbourne

FUTURE WARS

Q Chris Stevenson of Burnley was being held up by a guard.

A "When you get to the guard, wait until he falls asleep after showing him the pendant. Then take his lance. When you get to the tree with the monk's habit in it, use the lance to hook it down, and wear it. When you get to the wolf you'll need to soak it. It's mechanical, and will short circuit. You will, of course, need a container for the water which – if memory serves me right – you get from the inn."

R J Roweth, Peterborough

Q Bob Whyte of Chippenham couldn't defeat the dragon.

A "Having followed through my answer above, you'll have the unknown spell, to be read with the Read Magic scroll. Go into the dragon, drink the shield potion and cast the unknown spell (called Massacre)."

Mrs P Marshall, Sittingbourne

LEGEND

Q H W Lee of London was looking for a ruby and an iron key in level one of the city of Balenhelm.

A "The iron key I found lying on the floor somewhere in the eastern side of the map. (Sorry this isn't specific, but I'm doing it from memory.) Look very carefully, as I missed it the first time due to a fight in that room."

David Trigg, London

Q Paul Kemp of Sohom Toney was trying to open three doors in the Dark Tower level two.

A "Again from memory, I assume you mean doors that will not budge (rather than doors requiring keys). If so, then position your runecaster in the SE corner facing the pillars. Cast the spells missile, damage at the rune to open the first door; missile, damage damage to open the second etc. Again, as this is from memory it may be healing and not damage in the spell. Also, sometimes I hit the pillar as the direction of the spell is somewhat hit and miss, but keep at it."

David Trigg, London

FIRST SAMURAI

Q Justin Robinson couldn't find the guardian at the end of level three.

A "When you have all of the stones, go down to the bottom and over to the left. There's a transporter there. Go through this, use a bell and you can jump over to the right where you'll find something nice to kill."

Gemma Barson, Diss

THE SIMPSONS

Q Joanna Mills of Witney was stuck at the end of level two.

A "Instead of jumping over the things (suitcases?), jump on them. They will then be thrown up and with luck will hit the person who's throwing them at you."

Brett Chisholm (aged 7), Elm

Q Robert Booth of Huddersfield couldn't work out how to turn on the taps.

A "No idea. But you can get past this level by saving the seals. I think the taps only give you extra lives, which you don't really need."

Brett Chisholm (aged 7), Elm

GOBLIIINS

Q "I'm stuck on level 17 – the Dragon's Lair. I've already used the log in the bear trap and the deodorant on the foot, but I still can't get past the trap in the middle. What do I do?"

Antony Canimo, Mass. Park, USA

A It's a bit complicated, this. After you've used the log in the trap, cast a spell on it, and then cast a spell on the seeds near the dragon.

Get the bag, use the seeds on the top platform, and use the deodorant on the foot. Get the foot and use it on the spot where you found the seeds. When it's cooked, use it on the bridge. You ought to be able to carry on from there.

GETTING THERE IS HALF THE FUN

Q "I've been standing on platform four of Manchester Picadilly station for three months now. I had heard that if I went to the WH Smith's I'd find some kind of clue to help me escape. I've read all the computer magazines and I even had a look at the Take That poster book – but all to no avail. Please can you help me? I'd really like to be home for my birthday."

An Undercover fan

A Exactly the same thing once happened to me. Mind you, it only took me two months to work out how to escape and I read all the car magazines as well. AND the Baywatch Special, I'd have escaped sooner if I hadn't read all those mags. All you have to do is go to the ticket office and buy a single ticket to the station of your choice.

INDIANA JONES AND THE FATE OF ATLANTIS

Q "How do you get the name of Plato's Lost Dialogue, so you can tell Charles Stenhart and get let into the temple? And where do you find the object Indy is supposed to trade with Felipe Costa, and what is it?"

Greig Brown (aged 12), Falkirk

A Easy. Tell him you don't know the title, and the parrot will repeat the word 'title'. Ask the parrot about 'title' and it'll tell you what you want to know. Costa wants the mysterious eel figurine, which is obtained by using the orichalcum bead on the eel head in the dig site.

And that, bizarrely enough, is where Jonathan left it. His desk in the Super Play office was abandoned, Marie Celeste-like. Where did he go? What could possibly have happened to him?

Is Jonathan Davies yet another victim of the spookily mysterious Bath Triangle, where already half a dozen shops, three hamburger stands, a small kitten named Graham, and Tim Norris' favourite blue pen have already disappeared? Or not?

Or, perhaps, could it be that he ran out of stuff to write about and he just sloped off hoping that no one would notice he hadn't quite provided us with enough questions and answers to fill the page? Yes, that's more likely really.

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THE AMIGA 1200: DOUBLE THE FUN?

There's a new Commodore kid on the block. It's the Amiga 1200, and it's THAT hard, apparently. But is it worth your while upgrading to one from an A500 or your new-ish A600?

We shan't dive too deep into the technical ocean that is the A1200. All you really need to know is that the A1200 has a 68020 processor (which makes it at least twice as fast as the standard Amigas), 2Mb of RAM, a 256-colour mode, some tasty new HAM modes and plenty more jolly jiggery-pokery besides.

As fast as the Amiga 1200 is, it can go faster still. How? By plugging in a second processor, such as the 68040. It's a pizza piece and it works. And! There's also a slot at the side of the machine to accommodate cards containing extra RAM or even software.

Rumour has it that some interesting periphery is on its way... but no-one will say or even hint at exactly what that might be, more's the pity.

LOOKS

It's hardly a head-turner, but then again – when was the last time you fell in love with a monitor and keyboard? It might sound like a cliché, but in this game it really is personality that counts and, as you will see, the A1200 has it by the disk-load.

VFM

It won't leave you with much change from £400.00 for the basic model, but you do get a beefy Amiga as standard. An A1200 with a built-in hard drive will set you back another £100.00, but you could always add – with virtually zilch technical knowledge as it happens – a superior PC-compatible hard drive for around £70.00.

SOFTWARE BASE

Ah, this is where the A1200 currently falls down. When it comes to A1200-specific software, there's naff all available – despite all the promises that were made. Gremlin did well to get *Zool* out (reviewed in a few pages time). In fact, there's precious little A1200-specific games due to appear until mid-1993.

COMPATIBILITY

It's said that around 60 percent of existing A500 and A600 titles are compatible with the A1200. Our research shows that around 50 percent of existing A500 and A600 software is compatible with the A1200, but almost all new releases work.

WHICH LEAVES US...

The general consensus among the coding cognoscenti is that the A1200 is the business. Sprite-based action games can run smoother and faster with more (and bigger) sprites. Polygon-based simulations are faster and smoother – *Knights Of The Sky* and *Armour-Geddon*, for example, are improved, and *Simulcra* goes like the clappers. Sound will be improved simply because programmers have more memory to play with samples. And multiple floppy disk accessing games could become a thing of the past thanks to the 2Mb of RAM and hard disk possibilities.

But even though everyone seems to love the A1200 to bits, there simply isn't a decent software base available to make it a worthwhile investment – yet. Wait until the end of this year before you consider trading in your beloved A500 or A600, as we probably won't be seeing what the A1200 can do until well into 1994.

But what do the programmers and software houses really think, what are the (few) existing games like, and how many of the older ones work? Turn the page for answers to all these questions and more.

COMPATIBILITY – TAILOR-MADE OR A BAD FIT?

We put the AMIGA POWER and AMIGA POWER Readers' Top 100s to the test (and a few more besides)...

NO PROBLEMO

These titles all worked fine – faster and smoother in some cases.

688 ATTACK SUB Electronic Arts
A320 AIRBUS Thalion
AGONY Psygnosis
AIR SUPPORT Psygnosis
ALIEN BREED (& SPECIAL EDITION) Team 17
ANOTHER WORLD Delphine (US Gold)
APB Domark
APIDYA PlayByte
ARMOUR-GEDDON Psygnosis
BATTLE CHESS Electronic Arts
BALANCE OF POWER Mindscape
BATTLE ISLE Ubi Soft
BIRDS OF PREY Electronic Arts
BLACK CRYPT Electronic Arts
THE BLUES BROTHERS Titus
CELTIC LEGENDS UbiSoft
CHAOS STRIKES BACK Psygnosis
CIVILIZATION MicroProse
CURSE OF ENCHANTIA Core
COOL WORLD Ocean
DARKSEED Cyber Dreams
D/GENERATION Mindscape
DYNABLASTER UbiSoft
EYE OF THE BEHOLDER SSI US Gold
EYE OF THE BEHOLDER 2 SSI US Gold
F-15 STRIKE EAGLE II MicroProse - (But! Dodgy speedy keyboard repeat)
F-19 STEALTH FIGHTER MicroProse
F/A-18 INTERCEPTOR Electronic Arts

WHAT THE IN

Key developers and publishers tell us

ARC DEVELOPMENTS

"It's bloody fast," says Director and artist Paul Walker. "We put *Nick Faldo* on it. That normally takes a few seconds at most to draw the screen, but on the A1200 you don't notice anything." Paul reckons the A1200 will take off, "especially at the price point. There will be a lot of stuff coming through for it, especially with the 256 colour option. Everything now is Amiga and PC, and almost all PC stuff is 256 colour so it's easy to do a 256 colour A1200 version. Initially there will be not much more than a lot of visually enhanced stuff coming through though.

"The Amiga's got nice set of platforms now: the A500 – the now standard one – and the A600, which is nice with one meg as standard. And then one up from that, the A1200, a welcome addition to the Amiga family. And, of course, most of the software is compatible, unlike the Atari."

The Chaos Engine – due for a tarting?

RENEGADE

"From what we're told it's jolly nice," says Tom Watson. "It has already taken off, we've had loads of phone calls. Obviously we will be supporting it, but what, how and when I can't tell you just yet. We're not doing anything specific at the moment. However, Andrew Braybrook is looking at doing a *Fire And Ice* upgrade and something special for *Uridium II*, and maybe a new version of *The Chaos Engine* – we've a couple of ideas for tarting it up. I couldn't commit myself to any specific releases though."

GREMLIN

Gremlin are among the first software publishers to release anything for the A1200 and will continue to support it – a more colourful *Nigel Mansell's World Championship* is up next and *Zool* is reviewed over the page.

MICROPROSE

"We have nothing at the moment," says Public Relations Person Emma Garrett. "We were doing *Civilization*, but that's been delayed until later in the year. It looks like the PC version. I'm not sure what else we'll be doing."

Electronic Arts' enhanced *DPaint IV* package shows the A1200's true colours.

ELECTRONIC ARTS

"Its performance is very impressive," says Simon Jeffery. "The worrying thing is rumours about Commodore having to hike their prices. We're hoping that Commodore will fit hard drives as standard. If the current price goes higher then you're into 386 PC territory... and the wealth of software on PC leaves Commodore behind. As a home machine, the A1200 is unbeatable at the moment."

A1200-specific software from EA is a certainty for '93. "Two titles for sure are *Deluxe Paint IV AGA* and Bullfrog's *Syndicate*. We're also looking at doing specific versions of Amiga games already in the pipeline. Graphic enhancement will be the main difference.

"Only about 20 percent of our back catalogue doesn't work on the A1200."

GRAFTGOLD

"It's quite super sexy," says cool coder Andrew Braybrook. "It's what the Amiga should have been. It's certainly going to give the Amiga a new lease of life. The Amiga's a lot more competitive now. It's something the computer industry's needed, especially now that consoles have a foothold. It would have been nice to have a second sound chip for eight voices, but two meg of RAM is a good step... On the face of it there's not a lot of difference between the software, but I reckon in a year's time there'll be stuff on the A1200 that nothing else can touch. We reckon it's about twice, maybe two-and-a-half times faster than the A600.

"*Paradroid 90's* coming out on budget and that'll work on the A1200. It'll be faster and have an extra ship, and you can start on the first four ships to make it more accessible. *Uridium II* will work. We will be doing an A1200-compatible version of *Fire And Ice* – maybe even an upgraded special version, but I don't know how just yet. A second playfield perhaps, to make it look more console-ish."

CORE DESIGN

Does any of Core's back catalogue work? "*Corporation* works," says Jeremy Smith. "And *Curse Of Enchantia*, but that's it. We will be doing 'fix it' disks though. The first one's for *Jaguar*." Jeremy's a big fan of the machine but not its manufacturer.

"The machine's great – all singing, all dancing – but Commodore haven't told us anything about it. If they phase out the A600, the A1200 stands a good chance of succeeding. It won't change the face of software in any way. All we can really do now is put PC games on it. It's only worth writing stuff for it if it's in parallel with another version. We're currently working on our new adventure game using 256 colour mode – *Project Rolf* is the working title. It's being done by the same team as *Curse Of Enchantia*. It will be similar but we're tidying it up. This one's a space adventure. It's slightly different to *Enchantia*, less of a straight adventure.

"We will look at doing other games along the way but it's questionable whether we'll be doing anything specific."

Core go 256 colour with *Project Rolf* – from the same team as *Curse Of Enchantia*.

COMPATIBILITY

FANTASY WORLD DIZZY	Code Masters	**INDIANA JONES AND THE FATE OF ATLANTIS (Adventure)**	LucasArts (US Gold)	**KICK OFF 2** (one meg version)	Anco
FLIGHT OF THE INTRUDER	Action 16	**INDIANA JONES AND THE LAST CRUSADE (Adventure)**	LucasArts (US Gold)	**KNIGHTS OF THE SKY**	MicroProse
FORMULA ONE GP	MicroProse	**INDIANAPOLIS 500**	Electronic Arts	**LEGEND**	Mindscape
GEM-X	Dmi	**IT CAME FROM THE DESERT**	Mirrorsoft	**LEISURE SUIT LARRY 3**	Sierra
GODS	Renegade (✘ Still plods)	**JOHN MADDEN FOOTBALL**	Electronic Arts	**LEMMINGS**	Psygnosis
GOLDEN AXE	Virgin Games			**MAGIC POCKETS**	Renegade
HARLEQUIN	Gremlin Graphics			**M1 TANK PLATOON**	MicroProse
HEAD OVER HEELS	The Hit Squad			**MICROPROSE GOLF**	MicroProse
HOLLYWOOD POKER	PRO Reline			**MOONBASE**	Mindscape
				OPERATION THUNDERBOLT	Ocean
				PARASOL STARS	Ocean
				PGA TOUR GOLF	Electronic Arts
				PINBALL DREAMS	21st Century
				POPULOUS II	Electronic Arts
				PRINCE OF PERSIA	Broderbund (Domark)
				PROJECT X	Team 17
				PUTTY	System 3
				RAILROAD TYCOON	MicroProse
				RAINBOW ISLANDS	Ocean
				REALMS	Virgin Games

NDUSTRY SAY

us what they think of the A1200.

MINDSCAPE

"We think it's good," says Public Relations Manager James Morris. "It's continued the life of Amiga software. It will delay people from making the decision of dropping the Amiga. Currently we've written nothing specific for it. "*Wing Commander* was enhanced but purely because of the A1200's processor speed. As far as our plans go... A specific version of *SimLife* is the only one on our schedule. Decisions haven't really been made, but I think we will be doing things."

You'll be able to get a *SimLife* on the A1200 very soon, thanks to Mindscape.

BULLFROG

Peter Molyneux thinks that the A1200 is "fairly good actually. It's cheap and it's good. At the moment we're converting *Syndicate* to run on the A1200 in high resolution with 256 colours. We will be doing most of our stuff enhanced for the A1200. This year there'll be three A1200 titles from us: *Pip*, *Creation* – which could actually be our first A1200-only product – and one other.

"I'm sure the A1200 will take off but I think it'll take a while to actually change the face of Amiga software. The trouble with this new machine being compatible with an older machine is it promotes laziness. It's also hard to justify designing something that will take full advantage of a machine when it easily works on the more popular format."

PROBE SOFTWARE

"It's clever," says Project Manager Gary Liddon. "The processor speed's doubled, instructions take less time, and it has more features. It's got nicer sprites as well. The 500's sprites are practically unusable but the 1200's are bigger and more practical. You can easily have two 16-colour playfields scrolling about, whereas the two eight-colour playfields used to slow the old Amiga down. The A1200 also has untold extra stuff that I don't know about.

"Apparently there was a bug on the old A1200 sound chip which meant less stuff was compatible and you'd have to program around it. Commodore cured the bug – they put it back in at the last moment to make it more compatible, or so I heard. It's definitely worth trading in your A500 or A600. The A600's a bit of a shame, as the A1200 is so much better.

"A good thing as well is that you can plug in PC hard drives."

NICK PELLING

"It's a nice piece of kit. How's it compare to existing machines? It's in a different league. It's really really nice. The processor inside is Motorola's first decent processor. They got it right. It's about twice as fast as the A500."

OCEAN

The first batch of A1200 software will include visually enhanced (ie 256-colour) versions of *Cool World*, *WWF*, *Lethal Weapon*, *Universal Monsters*, and of course *Sleepwalker* – reviewed a little later. Thereafter, every Ocean Amiga release will have a specific A1200 counterpart. Indeed, they will be programmed first with the A500 and A600 versions converted from them. A1200-specific wares for next year include *Lobo*, *Golf* and *Jurassic Park*.

Ocean's 3D-tastic *Golf* – pencilled in for A1200 treatment.

TEAM 17

Project Manager Martyn Brown thinks "it's just what the Amiga market needed – it was beginning to stagnate a bit and this has injected a lot of life into it, especially at the price. I reckon it will take off. For the first year you will see a lot of tarted-up stuff, but you can do a lot more with it. It will be interesting to see how it develops. At the moment there's no gain to be had by trading in your A500 or A600. Give it six months. *Project X II* will probably be our first A1200 release. We may not do an A500 version."

SYSTEM 3

"It's brilliant," says System 3 supremo Mark Cale. "I believe it's the foundation for something that will be very very big. We will definitely be doing special A1200 versions of all our product for next year – including *Putty II*... We've added secret rooms, and made it more console-esque and more playable."

US GOLD

Most of US Gold's catalogue is compatible. As far as A1200 specific software is concerned, *Street Fighter II*, *Legend Of Valour* and Delphine's *Flashback* will be seen in all their 256-colour glory in 1993.

Valour on the PC – in all its 256-colour glory.

VIRGIN GAMES

Machiavellian Marketing Manager Andrew Wright thinks that the A1200 is "too little too late. It's overshadowed by the PC. From what I can understand, to set up a system with monitor and hard disk drive you're in 386 PC territory. The A1200's got a nice tech spec but they should have done it a lot earlier. Now, if they took the keyboard away and made it into a cartridge machine and promoted it properly - that could be interesting."

Software Development Manager Ian Mathias is more enthusiastic: "We don't have any plans to do anything straight off specifically, but we are looking at it seriously because it's a nice machine. We hope it takes off. If it does we will do stuff specifically for it, for example some of the big PC RPG stuff. *Kyrandia* doesn't work with it. *Snooker* doesn't either but we will be amending that. All our new stuff coming out at the moment is compatible with the A1200. We haven't tested all our back catalogue but we're reasonably confident that most of it will work. When the A600 was released, 90 percent of our back catalogue worked with no adjustment."

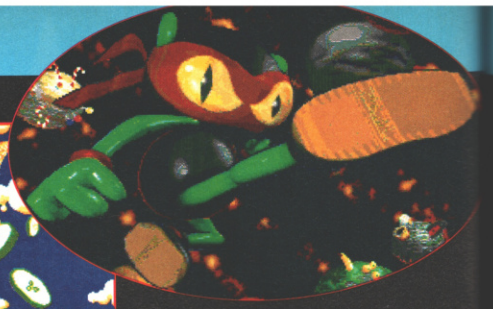
ROAD RASH	Electronic Arts
ROBOCOP 3	Ocean
RODLAND	Storm
TEAM YANKEE	Empire
SABRE TEAM	Krisalis
THE SECRET OF MONKEY ISLAND	Lucasfilm Games (US Gold)
THE SECRET OF MONKEY ISLAND II: LE CHUCK'S REVENGE	Lucasfilm Games (US Gold)
SENSIBLE SOCCER	Renegade
SHADOW OF THE BEAST III	Psygnosis
SHANGHAI	Activision
SHUTTLE	Virgin
SIMANT	Maxis (Ocean)
SILENT SERVICE II	MicroProse
SIM CITY	Maxis (Infogrames)
SPACE ACE	Readysoft (Empire)
SPOT	Virgin Games
STRIKER	Rage
STUNT CAR RACER	Kixx
SUPER HANG-ON	The Hit Squad
SWITCHBLADE 2	Gremlin
THUNDERHAWK	Core
TITUS THE FOX	Titus
TURRICAN 2	Rainbow Arts
UTOPIA	Gremlin
VIRUS	Firebird
VOLFIED	Empire
WILLY BEAMISH	Sierra
WINGS	Cinemaware (✓ Smoother 3D)
XENON 2	Mirrorsoft

CLOSE (BUT NO CIGAR)

These games were almost playable, save for corrupted visuals, some were worse than others.

CAR-VUP	Core Design
EXILE	Audiogenic
LOTUS ESPRIT TURBO	GBH (✗ Crashed)
ROBOCOD	Millennium (US Gold)

No CD-ROM? Ask your newsagent!



ZOOL

ENHANCED 1200 VERSION

Can *Zool* possibly get any better?

Game: Zool Enhanced 1200 Version
Publisher: Gremlin
Authors: George Allan, Ade Carliss, Patrick Phelan
Price: £25.99
Release: Out now

Zool – Ninja of the Nth dimension, hedgehog-beater and self-proclaimed mascot for the Amiga – caused a sensation last year, hitting the charts big time and staying at number one for a Bryan-Adams-ly long time. At last a character to give Amigans someone to champion, and supposedly one who could beat up both Sonic and Mario in a fight (if any of them actually existed).

For those of you who have been living in a bubble for the last year, *Zool* is a platform game covering six different worlds, with three stages to each world. Zool himself is your man, and you control him on his quest to get off a planet that he's crash-landed on.

The standard version of *Zool* impressed many with its speed and scrolling, so presumably this version is even more impressive. What does it have to offer over its predecessor then? Well, on loading you're treated to a very impressive intro screenshot which obviously makes use of the extended palette of the A1200, but this has nothing to do with the game and is really of only passing interest.

Zool gets to the nuts and bolts of the matter. Ho ho.

Once into the game itself, you're aware of the two main additions to this enhanced version. The first is a much more colourful background with parallaxing effects to boot. All the levels are given this enhancement, with graphics that suit the theme of each world. Now, it's questionable as to whether this is really an enhancement. Personally I don't give a damn whether something has excellent parallaxing effects unless it enhances the game itself, and I'm sorry to say that it doesn't in this case. Quite the reverse in fact. They may look pretty in these screenshots but, on the early levels especially, they're incredibly cluttered when they're scrolling and it makes it harder to see what's actually going on in the game.

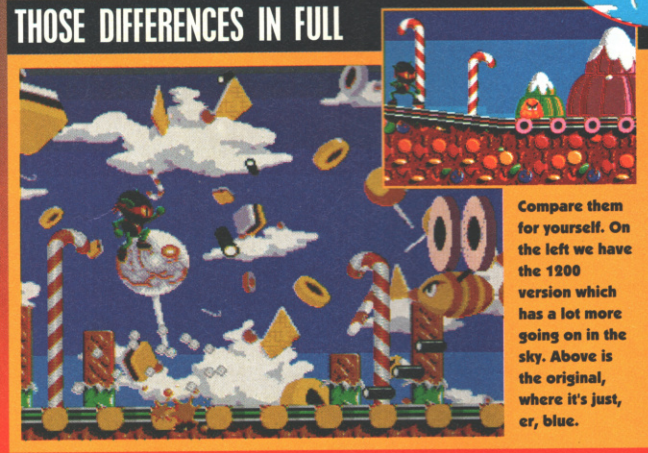
This is a matter of taste perhaps, but when the screen gets full of sprites it seems that even the A1200 can't cope with it all, and the animation drags a little. I was expecting the game to run a lot smoother and faster than its un-enhanced predecessor, but it didn't. In fact, it even seemed a bit slower in places, presumably because of the extra colours and backgrounds it has to deal with.

You'll remember that I said there were two enhancements. The other is the sound, which benefits from a few extra sound samples – the bees hum now, the drums thump, things pop all over the place. Well, you know, it's fine but it didn't particularly enhance my enjoyment of the game.

Zool itself is a great game, but I actually enjoyed this 1200 version less than the original. The enhancements are purely cosmetic, and in some parts of the game actually detract from the gameplay. The original runs on the 1200, with a few glitches, but you might be better off going for it instead of this.

● *TIM TUCKER*

THOSE DIFFERENCES IN FULL



Compare them for yourself. On the left we have the 1200 version which has a lot more going on in the sky. Above is the original, where it's just, er, blue.

UPPERS A1200
More colourful backgrounds with parallax, and extra sound effects. And a lovely picture of Zool at the beginning.

DOWNERS In places it doesn't play as well as the previous incarnation. When the screen gets busy it noticeably slows down, and the scrolling backgrounds strain your eyes after a while.

THE BOTTOM LINE

It's not enhanced, it just looks a bit better – and even that's a matter of taste, as I prefer the less cluttered graphics of the original. *Zool's* a great game, but so much more could have been done with the A1200 version. There could be a lesson in this for anyone preparing games for the A1200.

78 PERCENT

COMPATIBILITY

RUGBY: THE WORLD CUP Domark (✘ Crashed)
SPACE CRUSADE Gremlin Graphics
SPINDIZZY WORLDS Activision
TURRICAN Kixx
VROOM UbiSoft

ALMOST (NO, BASICALLY)
They loaded so far but didn't actually reach a playable stage. If you tried playing these games on your new 1200, you'd be very upset indeed!

ASTEROIDS Public Domain
BUBBLE BOBBLE The Hit Squad
DUNGEON MASTER FTL (Mirrorsoft)
E-MOTION US Gold
F-29 RETALIATOR Ocean
HERO QUEST Gremlin Graphics
INDIANA JONES AND THE LAST CRUSADE Lucasfilm Games (US Gold)
MEGA LO MANIA UbiSoft
MOONSTONE Mindscape
NEW ZEALAND STORY The Hit Squad
OFF-ROAD RACER Virgin Games
POPULOUS Electronic Arts
PROJECTYLE Electronic Arts
SPEEDBALL 2: BRUTAL DELUXE Renegade
SUPER OFF-ROAD Virgin Games
TOP SECRET Public Domain

FORGET IT

AH37 THUNDERHAWK Core Design
BART VS THE SPACE MUTANTS Ocean
BATMAN THE CAPED CRUSADER Ocean
CARRIER COMMAND Mirror Image
CYBERCON 3 US Gold
CHUCK ROCK Core Design
CRUISE FOR A CORPSE

SLEEPWALKER

ENHANCED 1200 VERSION

It's got more colours, but what else?

Game: Sleepwalker
Publisher: Ocean
Authors: CTA Development
Price: £25.99
Release: Out now

Ralph gets walked over again – he won't get fed otherwise.

The 1200 hasn't been around too long, but already we're starting to see software companies taking it seriously. First *Zool*, one of the better selling Amiga games of last year, and now *Sleepwalker*, which is certain to be a smash hit.

Stuart reviewed *Sleepwalker* last month and gave it the thumbs up and a score of 84%. Now we all know it's for charity and if we slagged it off we'd be seen as uncaring and unfeeling baby slaughterers. Luckily, and as Stuart said, this is a game that would be worthy of your attention (and cash) whether it was for charity or not.

So I looked forward to the 1200 version with great anticipation.

For those who missed the original review, here's a quick recap. There's this kid called Lee, who's prone to sleepwalking, and he sets off on this particularly dangerous nocturnal romp.

You control the actions of his pet dog Ralph who's trying to save the poor kid's life as he encounters countless potentially lethal hazards. As Ralph you must ensure that he doesn't come to any harm, and also that he doesn't wake up.

As you play you see Ralph go through a lot of pain and frustration. But as long as the kid's alright, then everything's cool.

In essence it's a platform game given an original slant with the idea of saving Lee. It's very funny, and the game is filled with humorous hazards awaiting the boy, and indeed Ralph. It's also a tough game – it really will take a while to complete, and the later levels especially get really nasty.

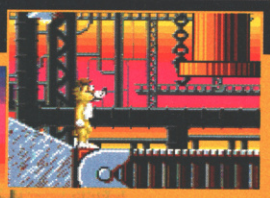
So what has this 1200 version got to add to an already excellent game? Well, the presentation of the non-1200 version was superb – the intro sequence and animations between levels are impressive and tastefully done. In this 1200 enhancement you get the same sequences but in 256 colours instead of 32. That's a lot more colours, but to be honest it really isn't that noticeable, and anyway it's got nothing to do with the actual gameplay. So let's move on to the game itself.

Well, again it's a case of more colours, but this time only eight more than the original's 16. It's the backgrounds that benefit from this, but it doesn't really make any difference to your enjoyment of the game. The original was impressive enough, and this is just slightly more so. Oh, and there are some new sound effects courtesy of the 1200's ability to store more samples in memory. Again, nothing to astound you.

Perhaps we're approaching this all wrong, expecting tremendous enhancements because of the 1200's increased power. Perhaps this should be seen as the game itself and the other as a cut-down for the less powerful Amigas. This seems to be the case here, and other software companies are talking about producing games this way in the future. Which is fine, but I must admit I was hoping there'd be a bit more from a game aimed at the new mean machine. When you put a 1200 beside a 600, it's hard to believe that the only difference in the gameplay will be an extra eight colours. And it's a bit depressing if it is.

● *TIM TUCKER*

THOSE DIFFERENCES IN FULL



Apparently the 1200 version on the left has eight more colours than the original above. Can you spot them? There's definitely a blue in there, and a lighter blue.

UPPERS A great game, that hasn't been mucked around with. Er, more colours and more sounds.

A1200

DOWNERS It's only eight more colours and the sounds don't make that much difference. It's actually no better as a game than the standard Amiga version.

THE BOTTOM LINE

As with the normal version, this is a very good game that's worthy of your cash, so if you've got a 1200 then get this. However, if you haven't got a 1200, get the less enhanced version and console yourself with the fact that you're not missing much.

84 PERCENT

	Delphine (US Gold)
DEUTEROS	Activision
FINAL FIGHT	US Gold
FIRE AND ICE	Renegade
FIRST SAMURAI	UbiSoft
HEIMDALL	Core Design
HUNTER	Activision
IK+	The Hit Squad
JAGUAR XJ220	Core Design
JIMMY WHITE'S WHIRLWIND SNOOKER	Virgin Games
KID GLOVES	Amiga Power
KICK OFF	Anco
KILLING CLOUD	Mirrorsoft
KLAX	Respray
LOTUS ESPRIT TURBO CHALLENGE	Gremlin
LOTUS TURBO CHALLENGE II	Gremlin
LURE OF THE TEMPTRESS	Virgin
MIDNIGHT RESISTANCE	Ocean
MiG-29 FULCRUM	MicroProse
PANG	The Hit Squad
PARADROID 90	Hewson
PLOTTING	The Hit Squad
POPULOUS	Electronic Arts
POWERMONGER	Electronic Arts
PREMIERE	Core Design
RAINBOW ISLANDS	Ocean
R-TYPE	Activision
R-TYPE 2	Activision
THE SENTINEL	Firebird
SHADOWLANDS	Krisalis
SHADOW OF THE BEAST	Psygnosis
SPEEDBALL 2	Mirror Soft
STREET FIGHTER 2	US Gold
STUNT CAR RACER	MicroProse
SILKWORM	Virgin Games
SUPERCARS 2	GBH
SUPER TWINTRIS	Public Domain
SWIV	Kixx
TOKI	Ocean
WARHEAD	Activision

What do we mean, Amiga Format is going live? That the world's best-selling Amiga magazine is turning into some kind of Frankenstein's monster?

Well, no. What we mean is that we've arranged a very special event this Spring for all Amiga owners. It's a computer show like no other, arranged exclusively for Amiga owners and inspired by the people who run Britain's favourite computer magazine.

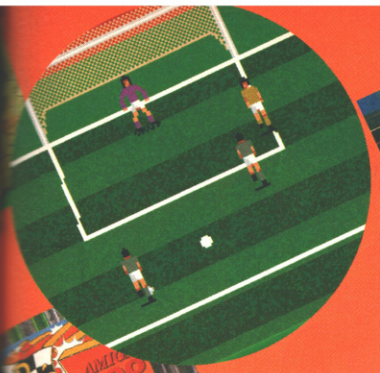
What will be happening there? Well, first and foremost there will be stall after stall overflowing with great Amiga bargains - games, hardware, serious software, the lot. Just like in Amiga Format.

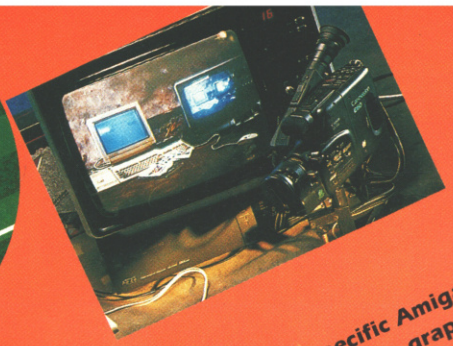
Naturally, because it's a live event that also means you can get advice and see products demonstrated by the people who make and sell them. Which makes life an awful lot easier. And that's as well as taking advantage of some very special prices.

So it's a great place to go shopping, but there's a lot more besides.

The Amiga Format team will be there along with a host of other Amiga experts, to have a chat,

What happens w
the world's top A
magazine go





See the Amiga at its best!

answer your questions and help you out with any specific Amiga problems. A special Sound and Vision area will concentrate on Amiga graphics and music, and how they can be used in making your own videos. The experts from Camcorder Plus and Future Music magazines will be able to give you the benefit of their advice. For gamesplayers, there's the Amiga Power arcade where you can see - and play - all the latest top game releases. And you can experience Virtual Reality for yourself, too. The place is Wembley Exhibition Centre - a prestige central London site - and the time is Friday May 7th to Sunday May 9th. Much more has yet to be revealed about what new products will be launched at the show, and other special events, so keep an eye on the news pages of your favourite Amiga magazine.

But what's certain is that it's going to be quite an event. If you've got an Amiga, you really ought to be there. Make sure to get it arranged right now, and we'll see you there!

When Amiga goes live?

AMIGA FORMAT Live '93

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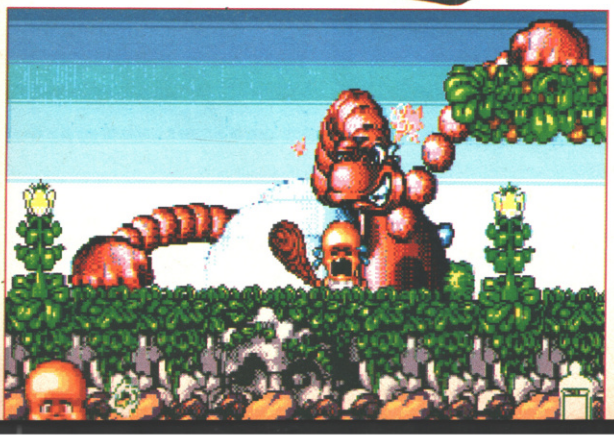

THREE QUESTIONS ABOUT ROCKS AND CHUCKS

1. In which movie did Vasquez say, "Let's Rock"?
2. Which character in the famous Peanuts cartoon is nicknamed 'Chuck' by Peppermint Patty?
3. What was the first verse of the theme to 'Fraggle Rock'?

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BUDGET

There was a time when the word 'budget' meant 'cheap', 'low cost' or 'economical'. And, in all honesty, it still does. Here's this month's round-up of games which are noticeably less expensive than so-called 'full price' ones.

Angela finally got fed up with tidying up after the children and their friends.

Jim and Bill found it hard to surf properly with their boards strapped together.

HERO QUEST

Publisher: Gremlin
Price: £9.99
Release: Out now

Creating a fantasy atmosphere is easy – you know, take a wizard, an elf, a barbarian and a dwarf, give them names with too many consonants and then bung them on some half-baked quest. As long as they've all got beards and silly costumes then everything's cool.

Hero Quest is based on a board game, but don't get the wrong idea here. It's got all the stock fantasy ingredients and totters precariously on the cliff edge of cliché, but it's also a cracking good game.

It actually looks like a board game, with the game area divided into squares and your pieces placed upon them. You can choose to play up to four characters (see opening paragraph for cast), or up to four of you can play a character each, and this multi-player option really brings the game to life. The game consists of 13 quests, which you have to tackle in order, and after you've completed a quest you can save your character to disk along with all the treasure and weapons they've amassed *en route*.

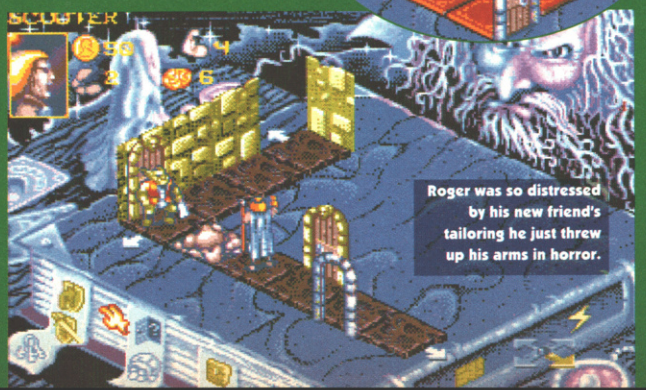
The gameplay involves the computer equivalent of a dice throw, represented by a spinning coin which stops when you click the mouse button. You can move your piece any number of squares up to the value on the coin, and you are also allowed a search for traps or treasure, or an attack on a monster during your go. Searching the room can reveal secret doors which are often essential for you to get through the quest. If you take on a monster then you have to sit back and watch as the computer deals with the battle. Suffice to say it involves throwing skulls and shields, and if you have more skulls than your opponent has shields you get to clobber (and often eradicate) him.

Treasure takes the form of money (which you can spend on more weapons and tools), or magic potions for extra strength, speed, and so on. If you're playing with a wizard or an elf you're also given the choice of a few spells at the beginning of the game, all of which are very handy. Don't waste them, however, because you only get one shot with each. If you're the barbarian or the dwarf you're a lot better at fighting monsters.

It's all wonderful fun, whether you're a fantasy fan or not. It manages to keep you engaged all the way through, and the quests are varied enough to prevent you getting bored. Criticisms – well, the later quests could be a little harder, and there are only 13 of them. Also, it's a shame that casting spells isn't accompanied by an animated scene – I was dying to see how the fireball spell blew away my opponent. But none of this detracts too much from what is a very absorbing board game conversion.

● *TIM TUCKER*

Bill and Jane weren't speaking after an argument about the housework.



Roger was so distressed by his new friend's tailoring he just threw up his arms in horror.

THE BOTTOM LINE
An excellent game which should appeal to fans of the original board game and newcomers alike. It'll keep you going for some time, and now it's under a tenner there's no reason why you shouldn't buy it. Highly recommended.

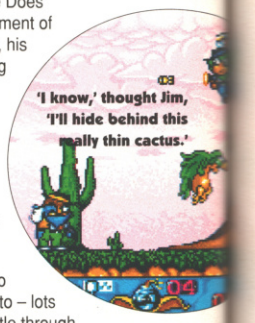
86 PERCENT

By concentrating very hard, the bad dudes were able to float above the ground.

VIDEOKID

Publisher: GBH Gold
Price: £9.99
Release: Out now

Poor old Billy, there he is, plonked down on his sofa for a night of fun-but-mindless video viewing, when all of a sudden, a magician casts an spell that draws him into the video he's watching. This, in itself, isn't cause for us to pity Billy – he could end up bopping with the Blues Brothers or might even have had the good fortune of watching Debbie Does Dallas at the moment of the spell. But no, his nocturnal viewing consists of horror, sci-fi, gangsters, westerns and of course the obligatory medieval movie.



'I know,' thought Jim, 'I'll hide behind this really thin cactus.'

There's enough to this flimsy storyline to hang a game onto – lots of 'You must battle through your tape collection to free yourself' stuff. At first glance it looks like it's going to be another one of those cutesy platform games, but once it gets going, you find that the kid floats around unencumbered by gravity. One problem arises here because although you can drift around at your leisure, the screen scrolling has a firm idea of where it wants to go. So, if you're careless, you end up trapped in a room until you're squashed against a wall and the edge of the screen.

The emphasis is on blasting all of the themed baddies, be they cowboys or knights, and to help you there's no end of power-ups that offer you lasers, missiles, flame throwers and the like. Battle your way to the end of the level and you're

treated to some of the hugest and cutest bosses I've ever seen, and there's some great samples that liven up the sound track throughout.

Hardly original though, is it?

● *MARK WINSTANLEY*

THE BOTTOM LINE
It looks and sounds wonderful, but apart from the graphics being different, there's not much variety in gameplay between the levels, and you'd have to be an embittered shoot-'em-up type to play through all the twenty levels.

74 PERCENT

TERMINATOR 2

Publisher: The Hit Squad
Price: £7.99
Release: Out now

The only conceivable ray of hope for this otherwise lamentable game is the series of digitised stills and animated sequences from the film that are dotted throughout. They're actually quite impressive, in a

Repairmen were troubled by an outbreak of violence from vending machines.

clutching-at-straws kind of way. If, that is, you don't mind the extensive disk-accessing that accompanies each one, and you're not afraid to be reminded of the awful mistake you quite possibly made in going to see the film in the first place.

The game itself is another story. There are just eight forlorn-looking levels, and even that's stretching it a bit. Three of them are more or less identical (sorry excuses for beat-'em-ups where the best tactic is to hold the joystick to the right and keep pressing fire), two are just the same idea with different graphics (sliding block puzzles), two more are identical both in concept and quality (feeble vertically-scrolling driving bits, where the only reason you keep crashing is because you're so close to the top of the screen that by the time an obstacle's scrolled into your path it's too late to do anything about it) and the last is the worst walking-along-shooting-things game I've played for a very long time.

I'll (not) be back.

● *JONATHAN DAVIES*

THE BOTTOM LINE
Quite a good conversion of the film, in that it's just an assembly of special effects and little else.

30 PERCENT

RBI TWO BASEBALL

Publisher: The Hit Squad
Price: £7.99
Release: Out now

With the baseball season about to begin (in April) this would seem like a jolly good time to release a baseball game and, as the only person in the office with an interest in baseball, it was pretty inevitable that I would be asked to take a look at it.

So, it's like this, you see. There are these nine blokes and they wear trousers that are too short and they wear big gloves on the wrong hand and... *(Is this baseball or the Masons? – Ed).* Anyway, it's America's national sport. There have been countless attempts to capture its magic on a variety of computer formats and this is, well, one of them.

It looks good (as good as these things ever look, anyway) and it sounds okay (in a not too impressive kind of way). There are lots of cute scoreboard animations which are amusing the first few times you see them: a chicken comes on when you hit a foul ball (think about it, I haven't got all day), a safe drops from the sky when you're safe – that kind of stuff.

As a two-player game it's rather entertaining. The problem, though, as with every baseball game I've ever seen, is that as a one-player game it's grim beyond dreams of awfulness. The computer never makes any errors. When you pitch at it, it smacks the ball out of the park. When you hit the ball yourself, one of its outfielders is there to catch it and chuck it to first base before you've even started running. Is this fun? No.

If you're lucky you might get a run before your three men are out, but when the computer comes in to bat it's there for

Browne was hampered in his batting efforts by the string hanging from his bat.

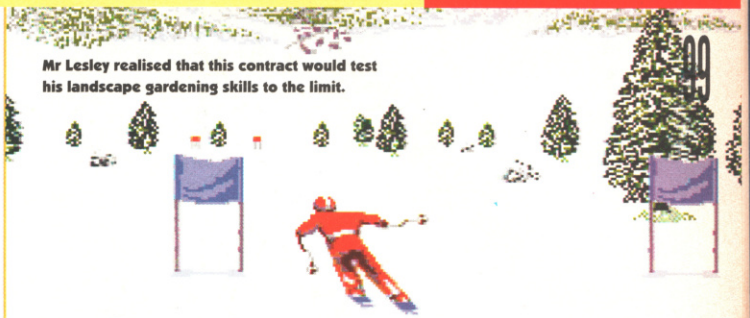
the duration and you abandon the game by the time its score's approaching 20.

And that's that, really. It's one of the best baseball games I've ever played on any format, but since it suffers from that fatal the-computer-never-makes-a-mistake-and-that's-really-annoying-frankly flaw, it's not going to have mass appeal.

● *TIM NORRIS*

THE BOTTOM LINE
It's one of the better baseball sims but it'll drive you absolutely spare in no time at all unless you play it with a similarly talentless mate.

61 PERCENT



Mr Lesley realised that this contract would test his landscape gardening skills to the limit.

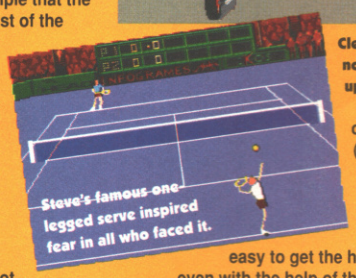
ACTION SPORTS

Publisher: Microids
Price: £29.99
Release: Out now

This review barely needs introducing, except perhaps to say that there are four of them. The 'action sport' games, that is. And they're all French.

Advantage Tennis is the only one I'd ever heard of before, so it might be a sensible place to start. It's one of those weird-looking tennis games that uses vectors and polygons rather than sprites, giving the players a curious 'stick man' appearance but leading to some superbly fluid animation. The players look uncannily realistic as they run around the court, and there are lots of neat touches, like when the winner of a match tosses his racket into the air. The only snag is the controls, which are based on the principle that the computer does most of the running about and hitting, with you making occasional contributions via the joystick. It never quite seems to do what you want it to, though, and the whole business can get quite frustrating. Not bad, all the same.

Clearly, this was no time to pick up hitchhikers.



Grand Prix 500 II is a game I'd never previously played, and which I'm still not entirely sure about. On the face of it it's terrible – a motorbike racing game where the action takes place in a titchy window at the bottom of the screen, with weedy graphics and the most unlikely-sounding engine noise ever. But it does actually work pretty well as a game – your bike handles in a comfortably bike-like manner, and there's plenty of competitive 'racingness' to it. Plus, of course, split-screen two-player games are always worth a look.

Superski 2 is a collection of snow-based sporting events in the *Winter Games* tradition. As is generally the case with this sort of thing, the individual events aren't all that impressive (with the downhill skiing and the bobsleighing working out best) but added together they make a reasonably enjoyable whole.

And then there's *Killerball*, which I've been saving till last – not through choice, but because it's taken me this long to get through the impenetrably French protection system. It's one of the many attempts there've been to convert the film Rollerball into a game, and as such it involves skating round and round in circles inflicting as much damage as possible on your opponents. (Oh, and trying to score goals.) It's slickly executed and easy to get the hang of but, even with the help of the scanner, you can't really see enough of the playing area on the screen to make it work, and much more could have been made of the violence side of things.

'Essential' isn't really the word to describe this compilation. While all four games are competent, none are outstanding, with *Advantage Tennis* probably being the best of them. (And that's also available on another recent compilation – *Sports Masters* – with three much better games.)

● *JONATHAN DAVIES*

THE BOTTOM LINE
These aren't games you'd ever consider buying separately, but they just about work as a compilation. Sort of.

64 PERCENT

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PD

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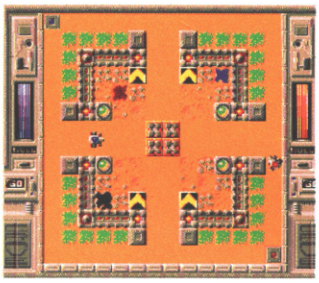
CRAVE

NBS

Where do they get these names from? Yeah, I know that's something your granny always says about the latest beat combos on Top of the Pops, but you've got to admit, the titles of some PD programs are just plain bizarre.

Crave sounds like it should have something to do with uncontrollable lust, so perhaps you might expect a vampire-based game – wisely cashing in on Coppola's latest? Nope. It's a two-player tank duel. Oh well, that explains it. There are so many of the darned things in PD today they've run out of sensible names to call them.

As the genre goes, *Crave* is one of the best-looking and most feature-packed examples around. There is a set of ready-designed arenas, plus an edit option where you can design your own. There is an impressive range of obstacles you can use, including mud, which slows the tank down, and oil, which makes it slip sideways, along with trees, wall, craters and a whole load more. You can also decide how many shots it'll take to kill your opponent, which can be from one to ten.



In the future, arguments will be settled by people firing guns at each other. In tanks.

The Canyon is a bit different, and is basically a tug of war, where you can prove you can waggle faster than a mate.

There's one problem, though. The controls are muddier than a mud wrestler taking a post-match mud bath. I don't know whether it's supposed to be inertia, but getting the tanks moving is a tortuous business, while slight, accurate movement is impossible to achieve.

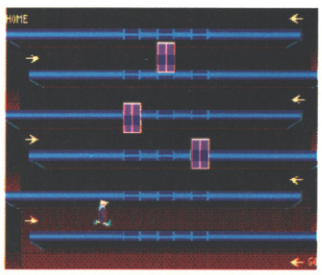
VERDICT: Shame about the unresponsive controls, otherwise it would be one of the best of its kind.
RATING: ★★★

ELEVATION

Touch'n'Go PD

At last! A name which tells you something about the game. *Elevation* is, indeed, about getting your sprite from the bottom of the screen to the top.

You do this by running backwards and forwards and along platforms. You're automatically whisked up to the next platform when you reach the end of the one below. To make things more challenging, blocks whizz up and down the screen – and some really ingenious blocks do both. These you have to avoid (even though they look like those continuous-loop paternoster-lifts, they are not short cuts to the top). Higher levels have more blocks, and, er, that's about it.



You get up, and nothing gets you down. (Well, apart from all those nasty blocks.)

Generally the graphics are functional but uninspired, although the main sprite is a pretty appealing chap with very odd legs. And when you lose all your lives you're chucked out of the game and you have to reload, if you really feel the urge, which I doubt.

VERDICT: A game of timing which it takes very little time to get bored with. Variety? It's dead, and Bud Flanagan is turning in his grave.
RATING: ★★

FURMYRE

NBS

A complete nonsense name: *Furmyre.* An acronym, perhaps? Or inspired by Greek legend? I don't think so. What's for certain is that it's a (cue fanfare) *SEUCK* game which is usually an acronym for Samey, Entirely Unoriginal, Crap, um... Kiln-fodder (OK, maybe that was a bit desperate).

Out of all the possible directions you can shoot in, upwards is still very popular.

Furmyre, though, at least shows a modicum of gameplay sensibility, with a decent difficulty curve, and it looks pretty funky. The graphics aren't as weedy or insipid as they usually are – they're beefy, full-bodied and boldly colourful. The nasties appear to have had some thought and imagination put into them as well.

But, when all is said and done (except it isn't because I've got a bit more to say), it's still a *SEUCK* game, and still scrolls relentlessly upwards. It's one of the better ones, sure, but there's never going to be an essential *SEUCK* game.

VERDICT: A better than average *SEUCK* game. Enough said.
RATING: ★★★

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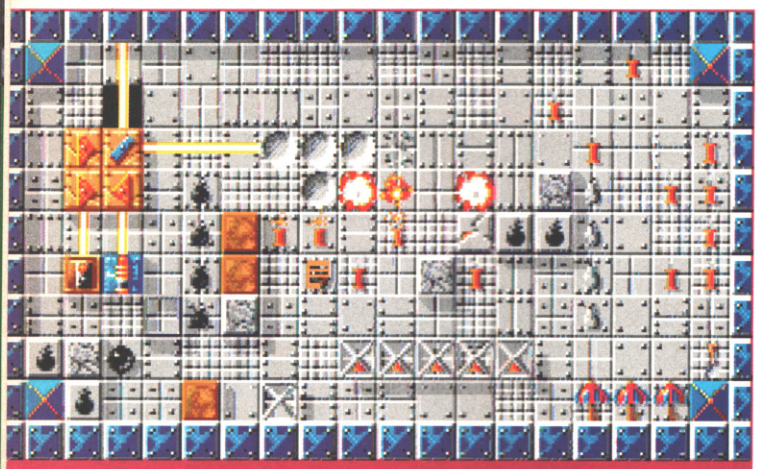

OXYD

NBS Shareware

Now, following on from *Crave* and *Furmyre,* you might think *Oxyd* is a pretty daft name as well. But in fact it does tie in with the game, which is about opening little pods to let out oxygen. It's all to do with some convoluted plot about aliens sucking the atmosphere out of some planet (hey, is that a subliminal green message there?) but you just need to know is that this is a great-looking, snazzy little puzzle game.

Your objective on each level is get all the pods open simultaneously. You do this by bouncing at them using a mouse-controlled marble. The trouble is, they come in different colours, and will close after a few seconds if there isn't already a pod open of the same colour. In other words, if you open a red pod you have to find the other one quickly before the first one closes.

Matters are complicated by whizzy things that'll kill you, huge ravines you could fall down, lasers which you need to activate and direct to blast down walls in front of unobtainable pods, bombs, remote-controlled doors, and loads of other puzzley-type stuff. On the plus side there are loads of pick-ups to help you out, such as umbrellas and dynamite.

It's a very polished game. There are level codes, a save game option, a timed game option, and the opportunity to turn the music off (ah, relief). Most of the levels are bigger than a single screen and, what's more, there are loads of them.

VERDICT: If puzzle games are your cup of tea then this really is an Earl Grey among games. (OK, Earl Grey might not be everybody's cup of tea – but it is for connoisseurs.)
RATING: ★★★★ 1/2

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MARK RAMSHAW	Nearly a classic ★★★★★	Haven't played it	Better than the movie ★★★★	Station ★★★★	Haven't played it	Acka-lacka-boom-boom ★★★★	Overrated and over-parallaxed ★★★	Neat - what a relief ★★★★
STUART CAMPBELL	Deeply smashing ★★★★★	Haven't played it	Total carnage – I love it! ★★★★	Haven't played it	Really really very bad indeed ★	Impressive and fun ★★★★	Significant improvement ★★★★★	Insignificant improvement ★★★★
LINDA BARKER	Peachy swell ★★★★★	Haven't played it	War – what's it good for? ★★★	Haven't played it	Quelle dommage ★	Yabba-dabba-doo ★★★★	Just nicer all round really ★★★★	What improvements? ★★★★
TIM NORRIS	Rodent-tastic ★★★★★	Haven't played it	Death-tastic ★★★★	Haven't played it	Nice torture but... ★	Prehistoric-tastic ★★★★	Still don't like Zool ★★★	Sample-tastic ★★★★
MARK WINSTANLEY	The best green hair game of '93 ★★★★	Haven't played it	Kill! Kill! Kill Kill! Kill! Kill! Kill! Kill! ★★★★★	Haven't played it	You can have more fun with Blu-Tak ★	Rock-tastic ★★★★	Prettier than before ★★★	Little change to a great game ★★★★
TIM TUCKER	Loads of new ideas ★★★★	Very little wrong with it ★★★★★	Good but too limited ★★★	Haven't played it	Haven't played it	Oh no – another great platformer ★★★★	Prefer the original ★★★	No better than before ★★★★

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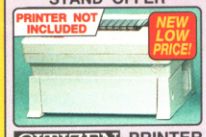

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DO THE write THING

Does poor Inglish and speling iritate you? Yeah, us too. What about our reviews? And girlfriends who won't talk to you because they're playing *Rainbow Islands*? Well they're all important topics to some people – they've written letters about them.

● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW.

'ILL, DONT, IM AND WONT'

Dear AP,

After reading the article 'How to write a letter to AMIGA POWER' in the December issue of AP, I was prompted to air my views on the subject of the English language and, in particular, the effect that the computer industry is having upon it.

Since the advent of the home computer, users have been exposed to the literary inadequacies of programmers and the lack of concern shown by certain magazines. One blatant example of this would be the Dizzy games, where words such as: Ill, dont, Im, and wont serve to make sentences, taken literally, nonsensical. Apostrophes are seldom used to indicate either ownership or omission. I saw an advertisement in a magazine for the sequel to *Space Invaders* which contained the word 'phenomonen' and programmers seem unaware of the fact that there are two words: practise and practice, each with a different meaning. There are also many American products on the market containing words from their corrupted language that can only serve to confuse children – it's understandable, therefore, that children write words such as: center, armor and color.

There are those who would say that it doesn't matter and that I am being pedantic, but I submit that it does matter. There is no doubt that the home computer has directly affected the amount of reading done by young people today (although the ridiculous price of books might also be to blame) and computers play a large part in children's acquisition and use of language. Software companies have a responsibility to their audiences and should employ editors in the same way that any other media body would.

So, I think you're being slightly harsh when you condemn readers for not being able to 'spell or write properly', especially as you are not immune to human frailties yourselves. On the same page as the article on writing letters, you close with '...we draw a discrete veil...', discrete means 'separate' – I think you mean discreet. That said, I think the standard of English in your magazine is excellent, although I think you could correct the English in some readers' letters or at least point out the errors – if you profess to throw out badly written letters, readers must assume that those printed are error-free – many of them are not.

Yours sincerely, Victor Bell,
North Yorkshire

PS If there are any mistakes in this letter, my friends will never let me live it down; so I'll cry 'sabotage'.

Nothing we print is error-free, it's just that with 80-odd editorial pages in each issue (and only me to correct them) one or two mistakes are bound to slip through. Letters are a complete nightmare and hardly any are error-free when they arrive. The thing is, how far should we go in correcting them? Most of them need re-writing completely and we haven't, frankly, got the time. I'd also take issue with you on the 'computer games stop people reading' argument. In fact no one reads anything any more and computer games haven't got anything to do with it. A life-style survey about 10 years ago (when computer games weren't much of a 'problem') showed that the average household only has three books in it. The average reading age in this country is, and has been for some time, 11 years old – that's why tabloid newspapers are written like that – and computer games are in no way responsible, it's our tatty education system. – Tim N

'THE DOG HAS STARTED BARKING'

Dear AMIGA POWER,

Just let me begin with a short message to my girlfriend – 'You know you told me to grow a beard just before you started on *Rainbow Islands*. Well it's grown now so could I have your attention for a moment?' Well thank you AMIGA POWER thanks a lot (sarcastic tone). Fancy putting *Rainbow 'let's have a go isn't it cute' Islands* as number one in the top 100. I mean, I had a wonderful relationship going but, oh no I had to go and buy *Rainbow 'cutesy' Islands* didn't I? Don't you guys realise the danger in reviewing such dangerous software, it shouldn't be allowed. My poor old A500 is set to explode, my girlfriend appears to be in some sort of coma (only her fingers appear to work), the dog has started barking to the tune of Somewhere Over The Rainbow, and I am lonely and have had to take up playing patience. I hope you're satisfied, you low life.

Yours in fits of anguish,
Stephen Baskerville, Stafford

PS I wouldn't mind but my fave games are *Carrier Command* and *Eye of the Beholder*.

PPS Why can't games manufacturers come up with decent plots for RPGs anymore? I'm bored of collecting magical artifacts, rescuing lost princesses and defeating all powerful sorcerers.

Your dog has started barking? Shouldn't that be your hound?

'EXAMPLE MOSTLY PERUSE'

Dear Sirs,

I have just read the latest (January) copy of AMIGA POWER, and would like to congratulate you on the continuing high quality of your writings.

Meanwhile, I would like to side with your correspondent, James Green, whose comments seem to show that the rumours of 'Essex Man' are unfounded.

I think that you were slightly unfair to him in your reply. Firstly by saying that you weren't going to mention pirates and then berating pirates at length. Yes, we all

PROGRAMMING TOOL winner

'REALLY SHOCKING'

Dear AMIGA POWER,

I write to complain about a subject which could mean the end of the Amiga. I'm talking about programmers' unprofessionalism when programming for or converting to our Amigas. Nowadays it seems that many programmers are moving onto (or at least producing for) the console and PC markets. These same programmers also complain about the Amiga being underpowered in terms of raw speed. And you know what? It's their own fault.

Having recently acquired an Amiga 3000 after my 500 bit the dust, I have been left with about $2000 worth of of software which either refuses to load, or has sound/graphics bugs in play. Why is this? Is it because the programmers haven't realised that advanced processors are available and have been around for the past six years? What's really shocking is that some programmers complain that the Amiga is less 'mature' than the PC market. Let's see how far a PC product gets when it doesn't like a 386 processor and cannot be installed onto a hard disk. If programmers really wanted a high powered Amiga they'd write software that targeted a high level processor. Look at *Wing Commander* – as Geoff Heath said in your interview with Mindscape, people were actually going out and buying 3- and 486s to play it on.

Another shame is that some games which SHOULD take advantage of accelerators do not. *Red Zone* only seems to like the advanced RAM on accelerator cards, without taking advantage of the processor. *Dungeon Master* doesn't like *Kickstart 2*, *Robocop 3* SAYS that it works with A3000s, but I haven't had any luck, *Stunt Car Racer*, *Lotus III Crazy Cars 3*, and *Armour Geddon*, all games which should look for and benefit from a super machine, do not.

So, why should we have to continue to support softcos that refuse to make people go 'Wow! That's excellent. How much is a 68030 anyway?' Why should we make do with unacceptable (to me anyway) 'standards of programming'? If softcos don't let the Amiga grow, no matter how many variations of Super-Amigas are manufactured, there won't be enough programmers left to make software for our beloved machines.

Another point is that in all programming software there are sets of guidelines, and if these are followed the program will work on a 68010 processor onwards and upwards. Tony Crowther said that Commodore should stick some new chips in some day. They HAVE, Tony. The AGA chipset is here, so is Workbench 3. Take advantage of them, and the Amiga will continue to grow and sell.

Thanks AMIGA POWER, for producing a magazine unafraid to trash the bad software and tell lousy softcos to get stuffed, while saving seventy-five percent marks for the good software. If only your magazine didn't drag its feet getting here. (And howsabout giving software which won't work on ALL Amigas below thirty percent for being badly programmed?)

Thanks for reading this far, James Wall (age 15), Australia

DO THE write THING

ELSPA'S PHONE NO. winner

'I FEEL SUICIDAL'

Dear AMIGA POWER,
I know you said you wanted no more letters about piracy and all, but I am in desperate need of a shoulder to cry on. Actually, this is more of a complaint about my younger brother, if anything. And anyway, I have just started buying AMIGA POWER and you wouldn't want to disappoint a potential client by not printing this now would you? (Yes! I know I'm horrible.)

There is a large problem with piracy in my area. This is largely due to horrible squirts from my younger brother's year at school (him included!). Quite a number of them own Amigas and give each other copies of games regularly. To make matters worse, hardly any of the copies in my area are taken from the original, full price game. There is a place in Glasgow called "The Barrowlands" which is notorious for selling ripped-off games for a couple of pounds. This is usually where the squirts get the copies from. My younger brother has now built up quite a collection of pirated games.

This distresses me greatly. Not only do I find it totally immoral, but a while back my brother stole eight of my precious coverdisks and erased them in preparation for any in-coming games from his friends. Recently I have been able to prevent HIM from getting any more games, due to threats to beat him up severely, and to set fire to his disks. Lately, however, he has been showing an interest in copying more games from his friends.

I feel as if I'm the only person in Scotstoun with any morals whatsoever. I feel so lonely. I feel suicidal...Help!
Yours sincerely,
Kirsten Gillespie, Glasgow

PS I have at last been driven up the wall and am writing this in my mum's Maestro, glued to the ceiling.

Well, Kirsten, you should be happy to know that FAST and ELSPA recently mounted a series of major raids on the Barrowlands, confiscating hundreds of thousands of pounds worth of kit. Maybe they'll get the message soon.

understand your frustrations.

Secondly, the idea that promo discs could act as 'money-off' vouchers seems to be quite sensible and did not (in my opinion) deserve to be written off by you in such a manner. Clearly, some thought had gone into this.

I believe that a majority of 'official' sales are made through high street stores – from WH Smith, Virgin, Comet and and the like and that most of these sales are made by relatives of Amiga owners as gifts or by the spending of hard earned pocket money by younger non-wage earners. If you want cut price games (at up to £10 off) then you are at liberty to make your purchase through one of the many mail order companies that advertise in your pages.

However, with mail order, it is a distinct advantage to own a credit card or cheque book (not many under-18-year-olds have these facilities) and most relatives will not have access to mail order advertising. My relatives for example mostly peruse the daily newspaper and Reader's Digest.

For me, the notion that £5 could be taken off the full price of a game (or £10 from two games, etc) is quite appealing, particularly if I knew what I was buying to start with – having had the chance to try the game (or games) first.

As for piracy, perhaps a better written and more complementary instruction booklet or manual could provide part of the solution?
Keep up the good work.
Yours, I Bobbin, London

I don't think we 'dismissed' James' idea at all, just shed a little doubt on whether an increasingly cynical software industry would ever take it up. Any companies who want to prove us wrong, feel free.

'THE WINNER GETS TO SPLASH'

Dear AMIGA POWER,
An Amiga Action-reading chum and I were discussing the good and bad points of our favourite mags. Then I pointed out that his lot couldn't get off the introduction screen on most games, let alone level one. The thought then struck me that it would be a really great feature to challenge some rival mags to a games playing competition featuring some mutually liked games such as *Sensible Soccer*, *Dyna blaster*, *Speedball 2* and so on. You can work out a scoring system and the winner gets to splash the fact all over the next issue and the loser will HAVE to admit that they are crap. You will even be able to make a public event out of it, and drum up some really enthusiastic support. You may even flog some AMIGA POWER jumpers.
Go on. Just do it.
Chris Walker, West Sussex

'Amiga' what?

'I WANT TO COMPLAIN'

To AMIGA POWER,
I want to complain to all the software houses out there and tell everyone why consoles are selling so fast. It all boils down to Amiga games. What, I hear you cry? (Well I don't actually, but...)

Let's take a look at the Sega Mega Duff, I mean Drive. It's best games are *Sonic the Hedgehog*, *John Madden*, *Road Rash* and *Desert Strike* to name a few. Now no complaints there (indeed many of these have been released on the Amiga). But they do have a few other good games: *Robocod*, *Populous* and many more which were originally released on the Amiga. Which means that most of the best games on the Amiga are available on the Mega Drive with many other good games. So if you want a machine to play games on you look away from the Amiga and to the consoles. And now to point out why so many consoles are sold – *Sonic*, *Mario* and *Street Fighter II*. The consoles' 'mascots'. And have we got one? James Pond could have been one, but they sold him to the consoles.

And now my friend who has a Super NES, worthless bit of trash that it is *(No it isn't. – Ed)*, tells me that *Putty* and *Zool*, both of which he admits are classic games, are to appear on his machine. So if that is true then two more possible mascots turn traitor. If *Mario* and *Sonic* are classic games then soon people will become desperate to play them and buy a console as my friend did. So will someone please make a console game for just the Amiga and not sell it to the consoles. I know you software houses are in to make a profit but if the sale of Amigas go up then sales of your game will go up.

Sorry to drag on a bit but I feel a lot better now thinking this letter might stop one person buying a console to play games on and then a few years later realise they want to do some serious work on a computer.
From, James Attwood, Avon

What's wrong with Dizzy? Seriously though, James, either get that chip off your shoulder or put some salt on it and eat the damn thing. Bloody machine rivalry. Tsch.

'THE BEST KNITTING PATTERN'

Dear AMIGA POWER,
Although your magazine is the best without a doubt, I have a couple of ideas that may make it stand out even more from other mags. In your review section, although it is well presented with plenty of good quality screen shots, I'm sure other readers would agree when I say you spend too much time telling us the objective of the game and not enough time is allocated to analysis of the gameplay, graphics, sound etc. This is especially the

DODGY JOYSTICK winner

'ASKING ME TO PERFORM'

Dear AMIGA POWER,
On a gloomily December day it happened that I came upon the local computer store. And lo and behold it was the 29th day of the month and I thought that all the new Christmas games releases must have been released onto the sacred shelves of the Amiga section. Thus I looked at these shelves , and I was shocked. I stood there in disbelief for several minutes looking at the poor display of these so called 'new' games. For what was released, but conversions of console or Arcade games and a rather crappy WWF game? There was nothing else of interest to anyone.

Later on that day I talked to my disciples, and in particular to the disciples known as Paul, James, Capi and Judas.

"What has happened to the state of the Amiga industry?" I asked. "Surely Christmas must be one of its best times, yet there is nothing of real interest. Where art ***The Chaos Engine***, **The *James Pond*^{3}, The *Indiana Jones Adventure*, The *Lemmings 2*?" And they looked at me and said "I'm sorry, for no one knows why these games are not here."**

The next morning many people came to me asking me to perform a miracle so they would have something to do whilst waiting for *The Chaos Engine* and *Lemmings 2*. Thus I took the game called *Sonic* and from one game I made 5,000 versions of it to please the public, but this did not work as none of them were even close to being as good as the original game.

Thus we all had a really quite miserable time with no good new games and I saw more and more people buy the machine known as the Mega Drive and the Super Nintendo and stop playing their Amigas. "Oh dear," the disciples said, "unless things improve we might have to buy a console or a PC." This made me very angry, as they had lost faith in the Amiga, and so I took them all outside against a wall and shot them. A bit later though I felt a bit guilty and brought them back to life. "Thank you," they said, "but you can't blame us that recently the games on the Amiga haven't been as good as some of the console games." I saw that they were right and thought I'd better write into AMIGA POWER and moan a bit. And thus I did.
Yours faithfully, Alex Finch, Surrey

And we love you for it, Alex.

DO THE write THING

case with flight simulations – how different can they possibly be? What are the instruction manuals that you buy with the game for? If for example a game is called *Boxing Manager*, it's hardly going to be about designing the best knitting pattern, is it? This is just a small example of many. I conclude that a lot less time could be taken explaining the objective of the game (especially if it's only a 50 percenter) and more time telling us how good/bad it is.

This isn't a criticism of your magazine (I'm not worthy), just an idea to polish off some of the rough edges.
Yours not criticisingly,
Mark Towse, Hull

PS I couldn't find any pictures of my sister in the shower but I found one of my grandma – not quite the same effect though.

We're a bit surprised, Mark. Here at AMIGA POWER we have a conscious and deliberate policy of not spending too much time with plot as opposed to criticism, unlike some other mags who re-write the manual for two pages then say 'And it's great' at the end. Still, we'll be even more careful than usual in future.

'WINONA RYDER'

Dear AMIGA POWER,
I don't like coverdisks. How about a free poster of Winona Ryder instead?
Yours,
Dave, Herts.

We're trying, Dave.

'MAKE THOSE CONSOLE FREAKS BEG'

Dear AP,
I have been thinking long and hard lately about computers and consoles. I noticed that both Sega and Nintendo have exclusive rights to characters and games, namely Sonic and Mario. The Amiga, on the other hand, does not have such a character or game. Because of this Sega and Nintendo have converted all of the Amiga's games (nearly). This wouldn't be so bad but then console owners say console games are better (cheeky blighters). Something should be done, a game should be more exclusively for the Amiga just to make those console freaks beg.

I was reading through the Things to Come section in issue 19 when I noticed a game with the working title of *The Bouncy Bat Game*. What a character, what potential this game has (the bat is just sooo cute). I also noticed that it didn't have a publisher. So let's just say Commodore snapped up the rights to this little beauty (and maybe even publish it themselves). The Amiga might make the equalizer. THE AMIGA SHOOTS, THE AMIGA SCORES.

Maybe you lot at AP could even pass the idea on to Commodore or the authors of this game.
From, Kristofe Elliott (upset because the Amiga has no exclusive games), Tyne and Wear

'SIMPLE'

Dear AP,
A simple question requires a simple answer... is there going to be a sequel to MicroProse' *Formula One GP*? If so, when? Please tell.
Yours faithfully, Ian Marley, Birmingham

No. (As far as we know).

'ADJUSTABLE SPANNERS'

Dear Editor,
Because I'm sad, but highly intelligent, I recognised the quote by your excellent new staff writer 'Tim T'. 'The middle word in life is 'if'' is an interesting word-usement by that loopy acid-head type person Dennis Hopper in the film Apocalypse Now.

I am twelve years old, collect adjustable spanners and would like to correspond with older women who are heavily into leather.

Do I win a fiver?
Yours sincerely, Neil R Burns, Gwent

PS Sorry about the pus on the paper.

That's quite all right. And no you don't. But thanks for writing anyway.

'IT SHOULD BE BINNED'

Dear AMIGA POWER,
I am the proud owner of an A1200 and have been reading your fab magazine for three months. Keep up the good work on the coverdisks which are absolutely amazing. Unfortunately I have one, yes just one, complaint. That complaint is regarding your reviews of games.

I like the part of your magazine called Points of View, where everybody gets to review the games in the issue. The only review that I liked in your February issue was the *Street Fighter II* review, where you took everybody's percentages and then took the average as the review percentage. I think that you should do this for all of the games because some people think that a game is good, while others think that it should be binned. Therefore, if somebody said a game was good while everybody else thinks that it was rubbish and the person who thought the game was good reviewed it, then everybody would go out and buy this rubbish game. This is absolutely pointless. I hope you consider this point carefully. I also think that you should give percentages for graphics, sound, playability etc. I think that this should be done the same way that I mentioned before. I'm sure everybody would welcome these changes, I know I would.
Yours sincerely, Jamie Whitmore (age 12), Worcs

No, Jamie, if only one person thought a game was good and they wrote the review, someone else would do an 'On The Other Hand...' box explaining the other point of view. It's then down to you, the reader, to decide which of the reviewers has tastes most similar to your own, and trust them. It's very simple, really. And as for everyone reviewing every game, as you can see from Points Of View every month, we simply don't have time.

'IN APRIL YOU RAN'

Dear AMIGA POWER,
Looking back at issue 13, I noticed in the news pages that you were boasting that the NME was stealing your ideas to "stave off the inevitable.".

Well excuse me, but the video game culture must be the one in trouble because twice you have blatantly stolen ideas from Q magazine. The November 1991 issue of Q ran a feature interviewing people in record shops to find out why they were buying particular records. In April you ran the same feature for computer games. In August 1992 Q started a back page questionnaire type interview for well-known rock stars. Jan 1993 you stole the idea. Come on, find some original ideas. If I were Q I'd be consulting my lawyers.
Have a good New Year, Mark Smith, Lanarkshire

Blimey, is that the time?

'NOT DOG OR DRIVING'

Dear Mr POWER,
I thought I'd say a few things about licences. Not dog or driving licences, but film licences. Firstly, is there an official Aliens licence *(Not on the Amiga, no. – Ed)*, as if there hasn't there would be no reason at all for not simply changing Ripley's haircut in *Alien3* and calling it *Aliens*. It would make much more sense.

Secondly, I would like to know if anyone is going to use the huge wealth of television programmes for a game. Why not make a *Monkey Island*-style adevnture using ideas from Blackadder, or an adventure in space using Red Dwarf? Different stages or sections of the game could relate to different episodes. Television being the medium that it is, thousands of people will have seen the programme on which the game is based, and so will be more inclined to buy it (if they like it).

Thirdly, are any more Games Workshop titles being released on the Amiga? Games such as Space Hulk, Warhammer and Warhammer 40K would, in all probability, be very popular. *(Yes, watch the news pages for details. – Ed)*
Keep up the good work, Tom Gardner, Cheltenham

AMIGA POWER COMPO WINNERS

THAT BUSTER CRABBE, HE'S A DIAMOND GEEZER

This competition turned out to be a particularly popular one, with hundreds of entries, and even one or two correct ones. And here's a tip, campers, when you enter a compo, don't forget to include your name and address. Five winning cards were missing this important detail, so if you entered this one and were from Wigan, only your blatant stupidity came between you and a brand new A1200.

Answers:
1. Wing Commander author Nick Pelling's previous programming pseudonym was Orlando.
2. The tatty, bland and generally all-round awful movie The Black Hole was made by Disney Studios.
3. Max Von Sydow played Ming The Merciless in the 1980 version of Flash Gordon.

The first prize of a brand new, hot off the conveyor belt A1200, a copy of *Wing Commander*, a rather smartT-Shirt and a very stylish hat go to:
I Dunlop, Hull

This runners up all receive a copy of Wing Commander, the smart T-Shirt and the same stylish hat:

Eamon McGing, Yateley
Stephen Binnie, Dundee
Nadeem Shaida, London
Garry Bradbury, Ashton Under Lyme
Robert Smith, Edgbaston
David Jeffries,Yateley
Richard Bird, London
Nick Peters, Wichita, Kansas
Philip Looer, Burnley

And this cosmopolitan blend of lucky tykes each get a T-Shirt and cap.

J Haslop, Cambridge
John Sharkey, Haydock
James Hampson, Catford
Kevin Ball, Leeds
Simon Lacey, Aylesbury
Simon Sleightolm, Morpeth
Mike Faraday, Fleet
Simon Copestake, Liverpool
Sarah Gibson, Atherstone
Iris Fletcher, Clevedon
Ron Smith, Southend On Sea
Rud B Sorensen, Denmark
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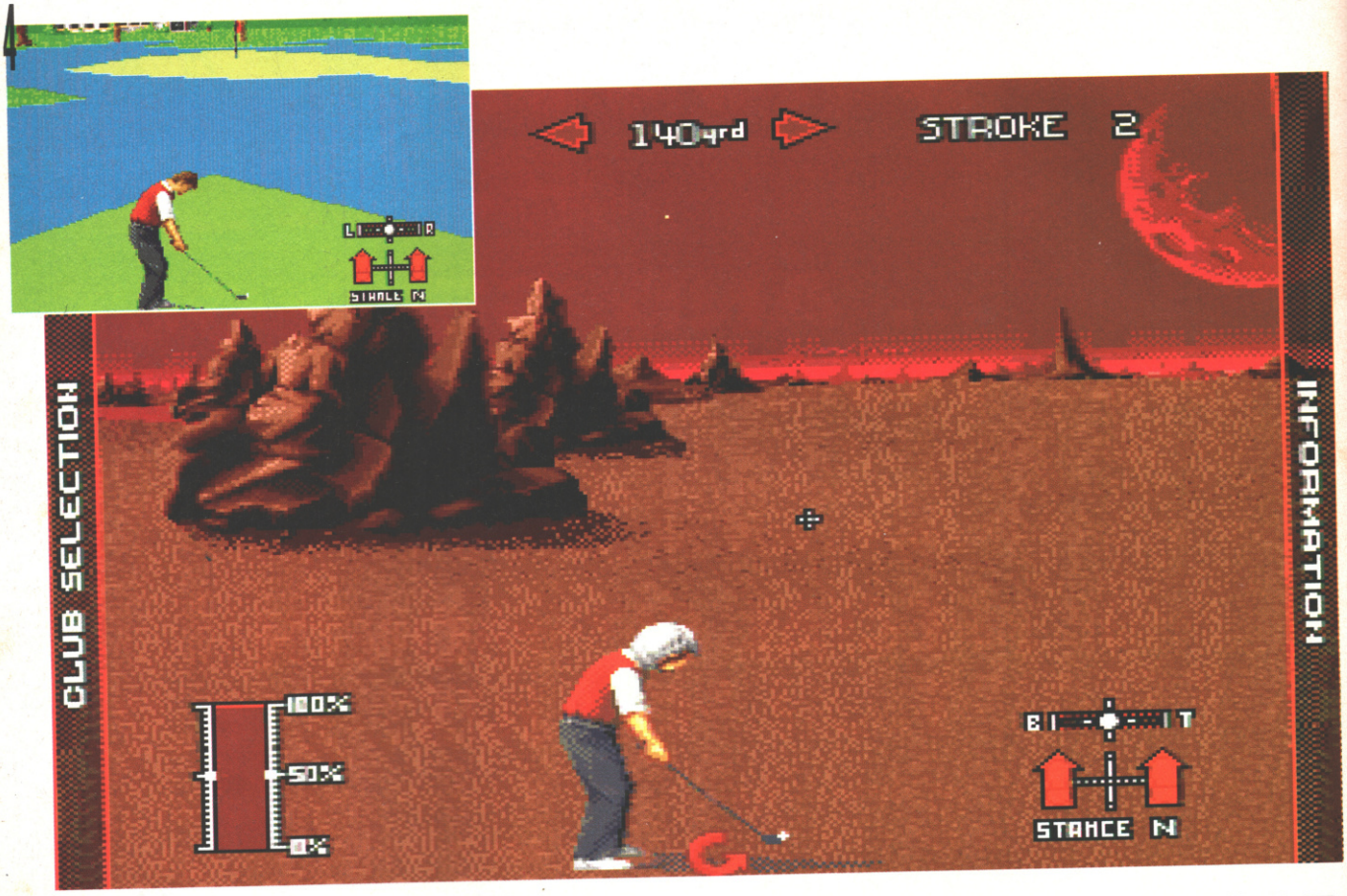


NICK FALDO'S CHAMPIONSHIP GOLF IN THE STYLE OF TOTAL RECALL

BY GARY TONGE

AMIGA POWER can reveal that *Nick Faldo's Golf* has a hidden bonus nine-hole course – on Mars. Simply type MAJORTOM on the title screen and you'll find the option to play a round on the Red Planet. A little odd, we thought, so we asked designer Gary Tonge, er, why?

"We just thought it would be amusing to do a low gravity course in the game. It actually has about half the gravity of earth so you can hit the ball a lot further with a nine iron, for instance. We were originally going to put the course in the game as a standard option, but we didn't want to offend anyone who's really serious about golf."

IN THE **style** OF...

It's back, and this month it's interactive! The feature which take perfectly sensible games, and presents them in ridiculous new guises is here once again. In the past we've had new visions of *Legend*, *Putty* and even the mighty *Sensible Soccer*. The difference this month is that if you own a copy of Grandslam's fab game *Nick Faldo's Golf* then you too can take part in this In The Style Of experience. Now that's what we call true multi-media entertainment. *(Are you quite sure about this bit? – Ed.)*

DON'T FALL ASLEEP

You just don't know where you might wake up!

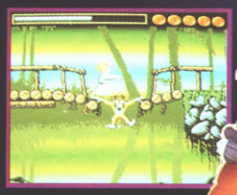
LEE IS HAVING A RESTLESS NIGHT,

...sure he's fast asleep, but that won't stop him taking one of his nocturnal journeys! Fortunately, our sleepwalker has a courageous canine companion who will try his utmost to protect his master from coming to any harm - Lee's faithful mutt, Ralph.

Lee's four legged friend is zapped, bashed, clobbered, pummeled, singed and squashed, but nothing will stop him from performing his dedicated duty, (although the odd fire hydrant may distract him)... it's all par for the course of a night errand.

These midnight meanderings take him to the most hazardous of places... the creepy graveyard, the gooky zoo, precarious construction sites and the traffic strewn city streets, but Lee's loyal rover steadfastly guards his master from all impending dangers - with painful consequences!

Featuring sound effects, including speech created by **LENNY HENRY**, and superb cartoon style animation.



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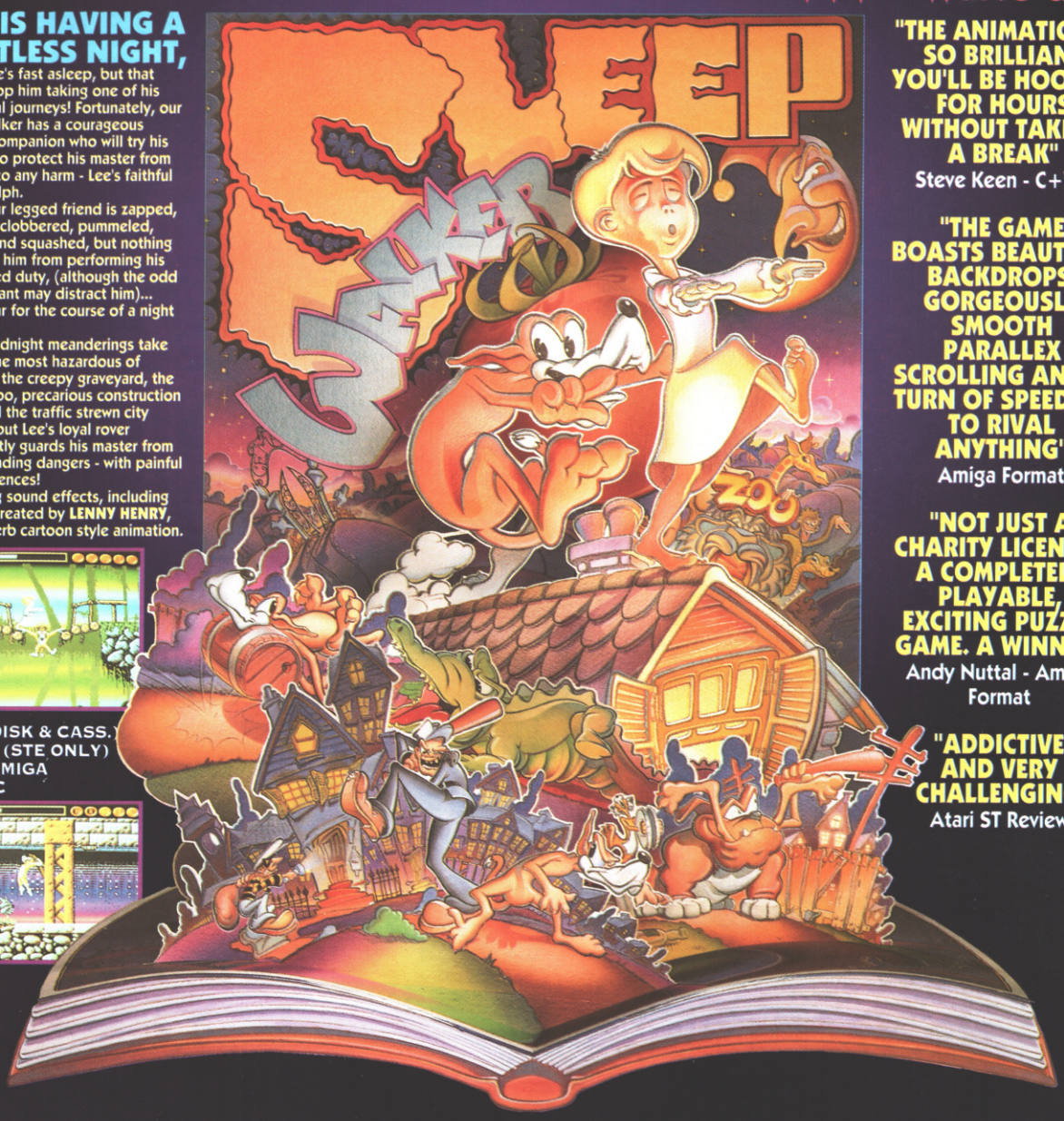

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NEXT MONTH! Next month we really will have that full review of *Desert Strike* (probably), along with definitive critiques of *Arabian Nights* (remember that groovy coverdisk demo?), *Gunship 2000*, and maybe even that elusive *Hired Guns*. There's also every chance that you'll find a disk packed to bursting with the best playable demos, and of course a news and reviews section brimming with the latest developments in the world of Amiga games. The May issue explodes onto the streets on 8th April.

Ocean's *Universal Monsters* – on the slab for a review next month.

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